Computing Overview

EYFS

Nursery	Handling Equipment Safely	Explore and operate simple equipment/device with purpose	Complete increased range of programmmes
Reception	Explain how to stay safe using the internet & explain reasons why	Create content i.e record or draw	Use Ipads to take own images and share them

KS1

A	Digital Literacy: Online safety	Programming: Moving a robot	Information Technology- Project: Using technology to create Paintings and Text	Programming: Introduction to Animation
B	Digital Literacy: Online safety	Programming: Robot Algorithms	Information Technology- Project: Using IT to create Memories	Programming: Introduction to Quizzes

KS2

A	Digital Literacy:	Programming Sequence in Music	Information Technology- Project: How to Create a Network: An Animated Story	Programming: Events and Actions
B	Digital Literacy:	Programming Repetition in Shapes	Information Technology- Project Fake News: A Real Story	Programming- Repetition in Games
C	Digital Literacy:	Programming- Selection in Quizzes	Information Technology- Project: Advertising a New Logo	Programming: Senses
D	Digital Literacy:	Programming: Selection in Quizzes	Information Technology- Project: Web Design: 3D Building	Programming: Variables n Games