



Year One

'Coding is today's language of creativity. All our children deserve to become creators instead of consumers of computer science.'
 Maria Klawe

EYFS



In the EYFS children do not have Computing lessons. They do, however, build the foundations of computational knowledge.

- by using iPads to record what they have done.
- Role playing with telephones.
- Interacting with the interactive whiteboard



Sade, Active Participation in a Digital World

Computer Science Moving and Clicking
 Children will learn that programs execute by following clear instructions, understand that programs respond to inputs to do different things and learn to combine start and input events to create more advanced apps and programs using precise instructions.

- Y1 PSHE Keeping Myself Safe



Year Two

Digital Literacy Sending an Email
 Children will open, send and reply to an email safely and respectfully.

- Y1 Digital Literacy: Real World vs Online world
- Y2 PSHE Keeping Myself Safe



Computer Science Different sorts of Input
 Children will learn that programmes respond to different sorts of inputs, and that the keyboard can be used to control objects on screen, not just by clicking them directly. They will learn that one object can be used to control another object

- Y1 Computing Computer Science: Moving & Clicking
- Y2 PSHE Keeping Myself Safe



Information Technology Making a Story
 Children will use publishing software to present a story.

- Y1 English (reading, planning and writing stories)



Digital Literacy Real world – Online world
 Children will make a poster or video about how to stay safe and behave online.

- Y1 PSHE Keeping Myself Safe



Information & Computation

Information Technology Making a book
 Children will create an e-book, including photos and video, using publishing software.

- Y1 Computing Information Technology Making a Story
- English Fiction writing
- Y2 Foundation subjects



Year Three

Computer Science Sequence and Animation
 Children will learn to make things happen in a sequence, creating simple animations and simulations. They will learn to code with "if statements" which select different pieces of code to execute depending on what happens to other objects

- Y2 Computer Science: Different Sorts of Input
- Y3 PSHE Keeping Myself Safe



Digital Literacy Using the Internet for Research & Reporting
 Children will use the internet for research and produce a report.

- Y2 Information Technology Making a book
- Y3 PSHE Keeping Myself safe
- Y3 Foundation subjects





Information Technology Making a Poster
 Children will create a poster using publishing software.

- Y2 Information Technology Making a Book

Year Four

**Computer Science
Variables and Loops**




Children will learn how computers use variables to count things, create simple games which use a score variable and learn how computers use repetition and loops to do things over and over again (and again!)

-  Y3 Computer Science: Sequence and Animation
-  Y4 PSHE: Keeping Myself Safe







**Digital Literacy
What Should We Share**

Children will evaluate the school website to ensure we are sharing appropriate information.

-  Y2 Digital Literacy: Email
-  Y3 Digital Literacy: Internet
-  Y4 PSHE: Keeping Myself Safe

**Information Technology
Making a Presentation**

Children will create a PowerPoint presentation.



-  Y2 Computing IT Making a book
-  Y3 Computing IT Making a Poster
-  Y4 PSHE Keeping Myself Safe
-  Y4 Foundation Subjects



Year Five

**Computer Science
Properties, Random
Numbers & Simulations**

Children will learn how computers use numbers to represent things such as how fast things are moving, and where they are. They will learn how computers can generate random numbers and how these can be used in simulations.

-  Y4 Computer Science: Variables and Loops
-  Y5 PSHE: Keeping Myself Safe





Key Theme

Digital Systems

Year Six

**Computer Science
Complex Variables, Property Values & Parameters**



Children will learn to use variables in more complex ways, and to manipulate inputs to create useful outputs. They will learn more about how computers use property values and parameters to store information about objects.

-  Y5 Computer Science: Properties, Random Numbers & Simulations
-  Y6 PSHE: Keeping Myself Safe





**Information Technology
Presenting Results**

Children will make a presentation using software of their choice that includes the result of a survey.

-  Y4 Computing: Using Powerpoint
-  Y5 Maths: Statistics

**Digital Literacy
Working Collaboratively**

Children will produce a PowerPoint, working collaboratively with children in another class through Teams.

-  Y4 Digital Literacy: what should we share
-  Y5 PSHE Keeping Myself Safe





Key Theme

Computational thinking and Creativity

**Digital Literacy
Digital Citizenship**




Children will record a video about how to deal with cyberbullying and how to be a good digital citizen.

-  Y5 Computing Digital Literacy: What should we share?
-  Y6 PSHE Keeping Myself Safe



**Information Technology
Making a Film**

Children will create a short film

-  Y6 Computing Digital Literacy
-  Y6 PSHE Keeping Myself Safe
-  Y6 Writing Planning



The Future



Continuing computing education at KS3

Career paths in
• ?????



Key skills for living in a digital world as a digital citizen

