

Computing Learning Pathway

EYFS

In Early Years, computing does not just mean using a computer. The skills needed for computing can be developed across almost every area of learning and as part of many different play-based activities. Technology and computing in the Early Years involves exploring objects that work in different ways. In the Early Years, children recognise that a range of technology is used in a range of places for different purposes.

Key stage 1

Key Stage 1 builds upon the foundation stage, children learn what algorithms are and how to use programs on digital devices. Children learn how to use technology purposefully and recognise common uses of information technology beyond school. Children are taught how to use technology safely and respectfully and where to go for help when they have concerns about the internet and other online technologies.

Key stage 2

By the end of Key Stage 2, children will have learnt how to design, write and debug programmes whilst detecting errors in algorithms and programs. Children will understand how to use the internet using a variety of software's to present data and information, communicate and collaborate and how to use technology safely, respectfully and responsibly to be successful in the modern world.

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn						
What makes me unique and belong? Computing Systems and Networks: Using a computer Exploring Hardware's	What is around me? Computing Systems and Networks: Improving Mouse Skills E Safety 1.0	What helps living things grow and thrive? Computing Systems and Networks: What is a computer? E Safety 1.0	How has electricity improved life? Computing Systems and Networks: Networks and Journey inside a computer E Safety 1.0	How did the Roman invasion change life in Britain? Computing Systems and Networks: Collaborative learning E Safety 1.0	Why do people invade and settle? Computing Systems and Networks: Search Engines E Safety 1.0	Why must we remember? Computing Systems and Network: Bletchley Park Creating Media: History of Computers E Safety 1.0
Spring						
What makes living things change and grow? Programming: All about instructions	What is my village like? Programming: Algorithms unplugged and Bee-Bot E Safety 2.0 + 3.0	What difference can a person make ? Programming: Algorithms and debugging and Scratch Jr E Safety 2.0 + 3.0	How did people start to settle? Programming: Scratch E Safety 2.0 + 3.0	How is the natural world unpredictable? Programming: Further coding with Scratch and Computational thinking E Safety 2.0 + 3.0	Why is our world unequal? Data Handlings: Mars Rover 1 Programming: Programming music E Safety 2.0 + 3.0	Why is power important? Programming: Intro to Python E Safety 2.0 + 3.0
Summer						
What do other countries look like? Data handling: introduction to data	What are things made from? Creating Media: Digital imagery E Safety 4.0	What will we see when we explore the world? Data Handlings: International Space Station E Safety 4.0	How do civilisations grow? Creating Media: Video Trailers E Safety 4.0	How do animals survive and thrive? Data Handling: Investigating Weather E Safety 4.0	Why is it important to look after our world? Creating Media: Stop Motion Animation E Safety 4.0	Why do we need to adapt and change? Data Handlings: Big Data 1 E Safety 4.0