

COMPUTING AT MALMESBURY PARK PRIMARY SCHOOL

CURRICULUM OVERVIEW COMPUTING						
EYFS	<p>COMPUTING in the EYFS</p> <p>Understanding the world involves guiding children to make sense of their physical world and their community. Listening to a broad selection of stories, non-fiction, rhymes and poems will foster their understanding of our culturally, socially, technologically and ecologically diverse world. As well as building important knowledge, this extends their familiarity with words that support understanding across domains.</p> <p>Technology is an integral part of children's life and learning. In the Early Years we lay the foundations for computing, teaching aspects of computing through Understanding the World, Communication and Language and Personal, Social and Emotional Development. Children will be able to talk about technology that is used at home and at school, use simple computing devices e.g. a programmable toy and use simple software to make something happen. They will talk about different kinds of information such as pictures, videos, text and sound and know to tell an adult if something worrying or unexpected happens.</p>					
	<p>NURSERY</p> <ul style="list-style-type: none"> • Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support • Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets • Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images • Knows that information can be retrieved from digital devices and the internet • Plays with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet 	<p>RECEPTION</p> <ul style="list-style-type: none"> • Completes a simple program on electronic devices • Uses ICT hardware to interact with age appropriate computer software • Can create content such as a video recording, stories, and/or draw a picture on screen • Develops digital literacy skills by being able to access, understand and interact with a range of technologies • Can use the internet with adult supervision to find and retrieve information of interest to them 				
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Y1	Improving Mouse Skills	Algorithms Unplugged	Digital Imagery	Bee Bots	Data Handling	Online Safety
Y2	What is a computer	Algorithms and Debugging	International Space Station	Microbits and Programming	Word Processing	Online Safety
Y3	Networks/ Internet	Inside a Computer	Video Trailers	Scratch using ipads	Data Handling	Online Safety
Y4	Further coding	Investigating Weather	Computational thinking	Collaborative Working	Website Design	Online Safety
Y5	Search Engines	Mars Rover	Animation	Programming Music	Microbit coding	Online Safety
Y6	Bletchley Park	AI Systems and Networks	History of Computers	Python Programming	Big Data	Online Safety