

Learning, Caring and Growing Together in Faith

St Andrew's C of E Infant School

Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
■			Safer Internet Day			
EYFS	Begin to identify with support, examples of technology in the classroom and use these appropriately	Explore using Bee Bots to move forward, backwards, right and left.	Safer Internet Day Smartie the Penguin (1 lesson) ChildNet Recognise simple examples of personal information and trusted people. Recognise some ways the internet can be used to communicate. Identify ways that people can be unkind online.	Take a photo using both cameras. Be able to crop a photo.	With support, <u>begin</u> to use username and password	Type name/sentence using keyboard. Add to an existing image. Keyboard skills – Purple Mash
	Unit 1.1 Online Safety and Exploring Purple Mash	<u>Unit 1.3 Pictograms Unit</u> (3 lessons) 2Count	Safer Internet Day Jessie and Friends (1 lesson) ThinkUKnow	<u>Unit 1.5 Maze Explorers</u> (3 lessons) 2Go	Unit 1.7 Coding Unit (6 lessons) 2Code	<u>Unit 1.8 Spreadsheets</u> (3 lessons) 2Calculate
Year 1	(4 lessons) Various	Unit 1.4 Lego Builders (3 lessons) 2DIY	Unit 1.6 Animated Stories	Unit 1.9 Online Safety Technology Outside	6 lessons	Chicken Clicking (1 lesson) Book
	Unit 1.2 Grouping and Sorting (2 lessons) 2DIY	3 + 3 = 6 lessons	(5 lessons) 2Create a Story	School (2 lessons) Various		3 + 1 = 4 lessons



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			1 + 5 = 6 lessons	& Old MacDonald had a		
	4 + 2 = 6 lessons			Phone (1 lesson) Book		
				3 + 2 + 1 = 6 lessons		
	Unit 2.1 Coding	Unit 2.2 Online Safety	Safer Internet Day	Unit 2.5 Effective	Unit 2.6 Creating Pictures	Unit 2.8 Presenting Ideas
	(6 lessons) 2Code	(3 lessons) Various	<u>Lee and Kim</u>	<u>Searching</u>	(5 lessons) 2Paint a	(4 lessons) Various
			(1 lesson minimum)	(3 lessons) Browser	Picture	
2	6 lessons	Unit 2.3 Spreadsheets	ThinkUKnow			#Goldilocks
E		(4 lessons) 2Calculate		Unit 2.7 Making Music	Troll Stinks	(1 lesson) Book
Q			Unit 2.4 Questioning	(3 lessons) 2Sequence	(1 lesson) Book	
		7 lessons	(5 lessons)			4 + 1 = 5 lessons
			2Investigate/2Question	3 + 3 = 6 lessons	5 + 1 = 6 lessons	
			1 + 5 = 6 lessons			

CS - Computer Science

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

IT – Information Technology

Use technology purposefully to create, organise, store, manipulate and retrieve digital content

DL – Digital Literacy

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

'God is my strength, in whom I trust.' Psalm 18