



Etruscan Primary School

Computing Overview

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Explain how to stay safe when using the internet. Know that teachers' communication with them and grown-ups via Class Dojo. Use Google maps to explore where they live. Uses simple digital tools more independently (tablet apps, cameras, interactive whiteboard). Talks about how technology helps people in their environment.	Use a weather app with adult support. Uses digital tools to record seasonal changes (photos, drawings). Creates simple digital pictures or videos linked to celebrations. Talks about how technology is used in celebrations (music, lights, recordings). Begins to sort or group digital images (e.g. winter vs summer pictures).	Retells traditional tales using digital tools (story apps, recordings). Uses simple sequencing apps to order story events. Creates own digital story endings using templates or drawing tools. Begins to understand structure in digital stories (beginning, middle, end).	Online community – how people in our community connect online. Uses digital media to explore different types of heroes. Creates simple digital drawings or recordings of heroes. Uses basic coding toys or apps to “control” a hero character (e.g. Bee-Bots). Talks about how technology helps heroes do their jobs	Use the iPad to take their own images of our natural environment – e.g. life cycles of plants and caterpillars. Understand how to find previously taken images. Use ‘Google’ to find out more information about plants and use the images to support their own representations – with supervision of an adult.	Uses simple digital maps to explore local and global locations. Talks about how technology shows places they cannot visit. Creates simple digital maps or drawings of familiar places. Uses photos or videos to compare near and far environments.

	Selects and uses basic apps for a purpose (drawing, photos, simple games) Understands that information can be shared through technology.					
1	Technology Around Us	Digital Painting	Moving a Robot	Grouping Data	Digital Writing	Programming Animations
2	Information Technology Around Us	Digital Photography	Robot Algorithms	Pictograms	Digital Music	Programming Quizzes
3	Connecting Computers	Stop-frame Animation	Sequencing Sounds	Branching Databases	Desktop Publishing	Events and Actions in Programs
4	The Internet	Audio Production	Repetition in Shapes	Data Logging	Photo Editing	Repetition in Games
5	Systems and Searching	Video Production	Selection in Physical Computing	Flat-file Databases	Vector Graphics	Selection in Quizzes
6	Communication and Collaborations	Webpage Creation	Variables in Games	Introduction to Spreadsheets	3D Modelling	Sensing Movement

