Curriculum Map Computing Skills

EYFS - Nursery			EYFS - Reception			Year 1			Year 2			Skills
Term 1 My Family & Friends Bears	Term 2 My Body Sounds	Term 3 Transport Minibeasts	Term 1 Mice Sun, Moon & Stars	Term 2 Homes and buildings Bears	Term 3 Farms Journeys	Term 1	Term 2	Term 3	Term 1	Term 2	Term 3	
Interactive counting game after teach Knowing and using cameras and phones for play. Using musical equipment that are electrical	Program a BEEBOT to move from 1 place to another Using Tills in shops. Interactive counting game after teach	Using a mouse to move an object. Being creative using the computer	Having technology in Roleplay area – Washing machines, hobs, ovens Talk about experiences on PCs Using a mouse Programme BEEBOTS	Having technology in Roleplay area – Washing machines, hobs, ovens Programme BEEBOTS Voice recorder Turning things off to save battery Printing	Having technology in Roleplay area – Washing machines, hobs, ovens Using 2pubish, whiteboard, mouse and keyboards. Going on google for pictures.	Rules for using a computer Recapping rules every lesson.	Rules for using a computer Recapping rules every lesson. Getting pictures from online	Rules for using a computer Recapping rules every lesson. Getting pictures from online	Rules for using a computer	Rules for using a computer Sending Emails to people – Nice words, Be kind, Strangers email you	Rules for using a computer	**Knowing and using technology safely and respectfully.** **Keeping safe online!**
Interactive counting game after teach Using technology for play – electronic Cameras and phones	Using mouse and keyboard for simple games Program a BEEBOT to move from 1 place to another	Clicking on icons to get up a programme Using a metal detector to find hidden treasure. Use a button to make the walkie talkie work. Being creative using the computer Using a BEEBOT to get to a target.	Talk about experiences on PCs I can draw a picture of an animal and myself using 2Paint Using a mouse to make something happen Click and draw to make something move Play math games Using keyboard to create Programme BEEBOTS	Using voice record to store information. Using a microphone for play Using mouse skills to make a map Printing	Recording a pattern and playing it back Getting pictures from google Roleplay Playing games for maths on PC Saving work on PC	Opening folders to retrieve documents Editing work. Saving work.	Using more buttons on the Keyboard to manipulate writing. Insert pictures in Word Opening up documents Creating in 2Simple	Insert pictures into documents How to format text Saving work in the correct folder. Getting pictures from online Coding Designing on 2simple	Saving work and opening up documents Copying a picture from google Formatting tools on top bar in Word Using more tools in word to create Posters. Using colour magic	Sending Emails Improving dull posters Adding and retrieving emails Adding images	Improving dull posters Creating programmes on 2Code Changing Programmes	**Use Technology purposefully to create, organise store, manipulate and retrieve.**

	Program a BEEBOT to move from 1 place to anothe	Being creative using the computer – Fixing possible errors. Using a BEEBOT to get to a target.	Fixing possible errors. Programme BEEBOTS to move around planets and travel in different directions	Fixing possible errors. Making a map 2simple	Fixing possible errors. Use a program to make a map Choosing the right programme for the task		Creating a story on 2 Simple 2animate	Understand how to use various programmes Coding and make things move through code.	Create a Christmas story with Animations. `Creating a card in Colour magic`	Programme 2go to complete instructions	Improving and fixing boring posters Explaining what DEBUG is.	**Create and debug simple programmes**
	Program a BEEBOT to move from 1 place to another – Discussions on what they thing will happen Click and drag- what might happen next?	Using a metal detector to find treasure – Questioning if the detector will work Use a button to make the walkie talkie work. – Questioning Using a BEEBOT to get to a target.	Questioning children why something hasn't worked. Using arrow keys to play a game	Questioning children why something hasn't worked 2Publish .	Questioning children why something hasn't worked. Play a game on the computer and talk about what to do next	Opening up documents - What happens next? Troubleshooting	Questioning children on what to do next, what happens if, is there anything else? Troubleshooting	Creating a powerpoint and teaching children troubleshooting Write and follow instructions on the computer. Coding – Why has this not worked?	Troubleshooting	Programme 2go to complete instructions Use Email to send. What will happen when?	Coding Predicting code and fixing. What will happen when? Predicting what objects will do in Code.	**Use logical reasoning to predict** `SST`
Playing with Tills, phones and cameras	Playing with Tills, phones and cameras Discussing process of cooking – Kitchen technological equipment	Playing with Tills, phones and cameras Using metal detectors to find metal. Using roleplay in home areas seen at home	Having roleplay technological equipment Making a map Robot – Making sounds	Having roleplay technological equipment Voice recorder	Having roleplay technological equipment Making music on 2explore Vets Boombox and instruments Finding images on google Role play – Garage Saving work to retrieve in folders	Using computers to edit work. Information is all around us `Seeing people use technology in shops for Geography – Tills, Scanners, Barcodes`	Knowing that machines and devices are controlled by people I will know that machines are controlled by people.	Computers are different to real life. Write and follow instructions on the computer. Coding makes everything happen on PCs	Making posters – Seen outside of school `Artists can use computers to make art.`	Graphs show information Using Emails to talk to people	Posters Creating programmes, Explaining that programmes are made by code and all websites have this.	**Recognise common uses of technology beyond school**

Interactive counting game after teach – Recognising programmes execute instructions through touch screen	BEBBOT – If I press this button something will happen. Clicking on screen- to make something happen. Using the print button to get a physical copy of work.	Clicking a programme – Something comes up. Using a BEEBOT to get to a target	Using mouse, clicking and dragging to make something happen.	Using mouse, clicking and dragging to make something happen. Using a printer 2simple Drawing on the Computer – click makes something happen Beebots	Using mouse, clicking and dragging to make something happen. Beebots	Using arrow keys, delete, backspace to change writing. Beebots	Beebots Powerpoint transitions	Beebots Coding! 2simple 2 code. Write and follow instructions on the computer. Coding makes everything happen on PCs	Beebots Using more control over word. Clicking this = that.	Beebots Programme 2go to complete instructions Sending an Email	Beebots Coding – Teaching algorithms Teaching that code – Writing for programmes Being taught what an algorithm is.	**Understand what Algorithms are, how they are implemented and that programmes execute instructions.**

Nursery - Walkie Talkies, Metal detectors, BEEBOTS, Microphones, Tills, Kettle, Toasters, Microwave, Voice changer, Cameras, IPADS, Musical instruments, Remote controls, Remote control cars, Tape recorder, Karaoke machine

Reception – Torches, cameras, walkie talkie, voice recorders, Kitchen area (Adam)

Year 1- Torches, Batteries, Equipment working, charged and in place.

Laptops and Ipads