Forever Learning: Limitless potential for every child

Victor Seymour Infants' School
Computing Curriculum Map (Reception - Year 2)

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	To begin to see technology in their surroundings with creative play devices. Eg, play cookers/kettles/traffic lights/ small remote control toys.					
Reception	Exploring using smartboard and laptops	Begin to gain mouse control	Begin logging on and logging off of pc	Begin to explore the basis of algorithm	Mouse and keyboard typing skills	Consolidate skills learnt through the year
Year 1	**Computing systems and networks – Technology around us** Develop understanding of technology and how it can help us. Become more familiar with the different components of a computer by developing keyboard and	**Creating Media- Digital Painting** Explore the world of digital art and its exciting range of creative tools. Create own paintings, while getting inspiration from a range of other artists. Consider preferences when painting with, and without, the use of digital devices.	**Programming A - Moving a Robot** Introduce early programming concepts. Start predicting the outcome of programs. Introduce the early stages of program design through the introduction of algorithms.	**Data and Information - Grouping Data** Begin using labels to put objects into groups. Sort objects into different groups to answer questions about data.	**Creating Media- Digital Writing** Understand various aspects of using a computer to create and change text. Typing on a keyboard and begin using tools to change the look of their writing. Consider the differences between using a computer and writing on paper	**Programming B - Programming Animations** On-screen programming through ScratchJr. Explore the way a project looks by investigating sprites and backgrounds. Use programming blocks to use, modify, and create programs through the introduction of algorithms.

	mouse skills, and start to consider how to use technology responsibly.				to create text.	
Year 2	**<u>Computing systems and networks – IT around us</u>** How is information technology (IT) being used for good in our lives? IT in the home and how IT benefits society in places such as shops, libraries, and hospitals. Responsible use of technology, and how to make smart choices when using it.	**<u>Creating Media- Digital Photography</u>** Recognise that different devices can be used to capture photographs. Capture, edit, and improve photos. Recognise that images may not be real.	**<u>Programming A - Robot Algorithms</u>** Understand instructions in sequences and the use of logical reasoning to predict outcomes. Give commands in different orders to investigate how the order affects the outcome. Develop artwork and test it for use in a program. Design algorithms and then test those algorithms as programs and debug them.	**<u>Data and Information - Pictograms</u>** Begin to understand what data means and how this can be collected in the form of a tally chart. Learn the term 'attribute' and use this to organise data. Present data in the form of pictograms and finally block diagrams. Use the data presented to answer questions.	**<u>Creating Media- Digital Music</u>** Explore how music can make people think and feel. Make patterns and use those patterns to make music with both percussion instruments and digital tools. Create different rhythms and tunes, using the movement of animals for inspiration. Share creations and compare creating music digitally non-digitally.	**<u>Programming B - Programming Quizzes</u>** Recap on learning from the Year 1 Scratch Junior unit 'Programming B - Programming animations'. Begin to understand that sequences of commands have an outcome and make predictions based on their learning. Use and modify designs to create own quiz questions in ScratchJr and trial these designs in ScratchJr using blocks of code. Evaluate learning and make improvements to programming projects.