



Farington Moss St Paul's CE Primary School Computing Scheme of Work Overview

EYFS Throughout the Year

Strand	EYFS Development Matters & ELG's	Ideas for the EYFS Curriculum
Information Technology	Early Learning Goals: EAD - Share their creations, explaining the process they have used Development Matters: EAD - Explore, use and refine a variety of artistic effects to express their ideas and feelings	Interact and explore their environment using a range of multimedia equipment, including digital cameras, video cameras, microscopes, tablets etc. Take digital pictures on a nature walk and display them on the IWB and iPads. Use a simple paint package to experiment with colour, shapes and tools. Use Mini Mash. Use a Smartboard will allow children to use their fingers in gross motor movements (during continuous provision). Explore ways of listening to sounds using simple programs and devices for example during phonics videos and games.
Digital Literacy	Early Learning Goals: PSED - Explain the reasons for rules, know right from wrong and try to behave accordingly Development Matters: PSED - See themselves as a valuable individual PSED - Build constructive and respectful relationships. PSED - Express their feelings and consider the feelings of others.	Identify some simple examples of personal information (name, address, birthday and age for example) Identify rules that help keep people safe and healthy in and beyond the home when using technology. Describe ways that some people can be unkind online. Give examples of how they (might) use technology to communicate with people they know. For example: using Class Dojo to send photos and homework home. Identify devices they could use to access information on the internet Use different forms of electronic communication in free play, e.g., email, mobile phones, hand-held devices, walkie talkies, sound recording devices.
Computer Science	Early Learning Goals: PD - Use a range of small tools PSED - Be confident to try new activities and show independence, resilience and perseverance in the face of challenge Development Matters: PD - Develop their small motor skills so that they can use a range of tools competently, safely and confidently. PSED - Show resilience and perseverance in the face of challenge.	Look around the school and environment at technology with control switches, (e.g. photocopier, alarms, washing machines, television sets). Online simulation games - BBC games, CBeebies Talk about electronic equipment in real-life situations, (e.g. traffic lights, scanners, microwaves, cash tills, etc.) and investigate how they work Encourage exploratory play with remote control toys, webcams, onscreen activities and simple control devices (e.g. microwave, kettle vacuum etc.)



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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	DL Project Evolve Self-Image and Identity Online Relationships	DL Project Evolve Online Reputation Online Bullying	DL Project Evolve Managing Online Information Safer Internet Day	DL Project Evolve Health, Well-being and Lifestyle	DL Project Evolve Privacy and Security	DL Project Evolve Copyright and Ownership
	Computer Systems and Networks - Technology around us	Creating Media - Digital Art	Computer Science Giving instructions and using programmable toys	Data and Information - Grouping data by sorting objects	Creating Media - Digital Writing	Computer Science Program blocks of code to make objects move
Year 2	DL Project Evolve Self-Image and Identity Online Relationships	DL Project Evolve Online Reputation Online Bullying	DL Project Evolve Managing Online Information Safer Internet Day	DL Project Evolve Health, Well-being and Lifestyle	DL Project Evolve Privacy and Security	DL Project Evolve Copyright and Ownership
	Computer Systems and Networks - IT Around Us	Creating Media - Sound	Computer Science Give and follow instructions. Use programmable toys and debug code	Data and Information - Pictograms/ Branching Databases	Creating Media - Digital Photography	Computer Science Program blocks of code to make multiple objects move



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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	DL Project Evolve Self-Image and Identity Online Relationships	DL Project Evolve Online Reputation Online Bullying	DL Project Evolve Managing Online Information Safer Internet Day	DL Project Evolve Health, Well-being and Lifestyle	DL Project Evolve Privacy and Security	DL Project Evolve Copyright and Ownership
	Computer Systems and Networks - Connecting Computers	Computer Science Program a sequence of code using Lego Spike. Use inputs and outputs.	Creating Media - Key word searches Desk Top Publishing	Computer Science Program a sequence of code. Use repetition. Debug code.	Creating Media - Photo Editing	Creating Media - Stop Frame Animation
Year 4	DL Project Evolve Self-Image and Identity Online Relationships	DL Project Evolve Online Reputation Online Bullying	DL Project Evolve Managing Online Information Safer Internet Day	DL Project Evolve Health, Well-being and Lifestyle	DL Project Evolve Privacy and Security	DL Project Evolve Copyright and Ownership
	Computer Science. Program a sequence of code using inputs and outputs on Lego Spike and Crumble. Cross curricular link to DT.	Data and Information - Branching Databases Use Data Loggers (MicroBits) in Science	Computer Systems and Networks - The Internet and The World Wide Web Use Data Loggers in Science	Creating Media - Sound	Creating Media - Video Production Use Digimaps in Geography	Computer Science Program a sequence of code using repetition and selection



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	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	DL Project Evolve Self- Image and Identity Online Relationships	DL Project Evolve Online Reputation Online Bullying	DL Project Evolve Managing Online Information Safer Internet Day	DL Project Evolve Health, Well- being, and Lifestyle	DL Project Evolve Privacy, and Security	DL Project Evolve Copyright and Ownership
	Computer Systems and Networks - Systems and Searching	Creating Media - Databases	Creating Media- Word-processing using MS Word	Computer Science Program code using selection and repetition Use Lego Spike	Creating Media - Creating an interactive quiz on MS PowerPoint	Computer Science Program sequences of code using sequences, selection and repetition
Year 6	DL Project Evolve Self- Image and Identity Online Relationships	DL Project Evolve Online Reputation Online Bullying	DL Project Evolve Managing Online Information Safer Internet Day	DL Project Evolve Health, Well- being, and Lifestyle	DL Project Evolve Privacy, and Security	DL Project Evolve Copyright and Ownership
	Computer Science BBC Micro-bit	Creating Media - Introduction to Spreadsheets	Computer Systems and Networks - The Internet, the World Wide Web and Communicating Collaboratively	Computer Science Program a sequence of code using variables	Creating Media - MS PowerPoint creating a presentation	Computer Science Program code using decomposition Use Lego Spike