

Bullion Lane Primary School

Computing Curriculum – Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Cause and effect toys – Children learn to use toys to gain a response. E.g. toy mobile phones or car alarm keys.	Children begin to understand the different uses of IWBs - used for children and involving them in the activity.	Cooking provides a range of opportunities to use different technology. This may include using a food processor, microwave or hand mixer.	Music - children learn how to use ICT with music – e.g. to record their music and singing onto digital recorders.	Technology outdoors – Use Walkie-talkies in a fun way but with a real purpose. Children explore different ways to use them.	Remote-controlled toys - children further their understanding of directional language, forward, backwards, sideways, left and right.
Reception	<p>PSED - Managing feelings and behaviour</p> <ul style="list-style-type: none"> Children learn how to control their emotions if frustrated when the technology does not respond how they want it to Use cameras or iPads to capture feelings 	Children learn to use a computer and how to log onto their account.	<p>Physical Development - Moving and handling</p> <ul style="list-style-type: none"> Fine motor skills develop to use control pads and keyboards <p>Health and self-care</p> <ul style="list-style-type: none"> Children learn the balance between playing a computer toy and being sedentary, and spending time being physical outdoors 	<p>PSED - Self-confidence and self-awareness</p> <ul style="list-style-type: none"> Increased self-confidence as their ICT skills develop Use ICT resources that allow children to make choice 	<p>Communication and Language - Listening and attention</p> <ul style="list-style-type: none"> Listening to instructions on how the resource works <p>Understanding</p> <ul style="list-style-type: none"> Being able to follow the instructions <p>Speaking</p> <ul style="list-style-type: none"> Explaining to the practitioner the sequence the robot has performed 	<p>PSED – Making Relationships</p> <ul style="list-style-type: none"> Children working together to programme a robot Using simple ICT programmes or resources to communicate with each other, eg walkie-talkies
Year 1/2	<p>Computer Science</p> <p>How can I program a toy?</p>	<p>Computer Science</p> <p>What is Scratch Jnr?</p>	<p>Digital Literacy</p> <p>How can I keep my work safe?</p>	<p>Digital Literacy</p> <p>How do I stay safe online?</p>	<p>IT</p> <p>How can I edit my work?</p>	<p>IT</p> <p>How can I create a digital painting?</p>
Year 3/4	<p>Computer Science</p> <p>How do I write code?</p>	<p>Computer Science</p> <p>How can I create a quiz?</p>	<p>Digital Literacy</p> <p>How can I be Responsible online?</p>	<p>Digital Literacy</p> <p>How can the internet help me create media?</p>	<p>IT</p> <p>What is word processing?</p>	<p>IT</p> <p>How can IT help me present my work?</p>
Year 4/5	<p>Computer Science</p> <p>How can I use loops when writing code?</p>	<p>Computer Science</p> <p>What is the difference between controlled and infinite loops?</p>	<p>Digital Literacy</p> <p>How can I trust what I find online is correct?</p>	<p>Digital Literacy</p> <p>How can I edit photos?</p>	<p>IT</p> <p>What is data logging?</p>	<p>IT</p> <p>How can we use a database?</p>
Year 5/6	<p>Computer Science</p> <p>How can I create my own game?</p>	<p>Computer Science</p> <p>How can I produce an animation?</p>	<p>Digital Literacy</p> <p>What is spam?</p>	<p>Digital Literacy</p> <p>Can I apply online safety rules to real life scenarios?</p>	<p>IT</p> <p>How does a flowchart work?</p>	<p>IT</p> <p>How can I code using Kodu?</p>