Bullion Lane Primary School

Computing Curriculum – Cycle B

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	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	PSED - Managing feelings and behaviour 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.	Physical Development - Moving and handling • Fine motor skills develop to use control pads and keyboards Health and self-care • Children learn the balance between playing a computer toy and being sedentary, and spending time being physical outdoors	PSED - Self-confidence and self-awareness Increased self-confidence as their ICT skills develop Use ICT resources that allow children to make choice	Communication and Language - Listening and attention Listening to instructions on how the resource works Understanding Being able to follow the instructions Speaking Explaining to the practitioner the sequence the robot has performed	Children working together to programme a robot Using simple ICT programmes or resources to communicate with each other, eg walkie-talkies
Year 1/2	Computer Science	Computer Science	<u>Digital Literacy</u>	<u>Digital Literacy</u>	<u>IT</u>	<u>IT</u>
	How can I make a	How can I debug an	How can I use a	How can I keep myself	How can I create art	How can I create and
	<u>robot move?</u>	algorithm?	<u>computer safely?</u>	safe online?	using a computer?	edit digital media?
Year 3/4	Computer Science How are computers	Computer Science How does the internet	Digital Literacy What is cyber-bullying?	Digital Literacy How can I use a search	<u>IT</u> How can I format a	IT What is animation?
	<u>connected?</u>	work?		engine effectively?	piece of text?	
Year 4/5	<u>Computer Science</u>	<u>Computer Science</u>	<u>Digital Literacy</u>	<u>Digital Literacy</u>	<u>IT</u>	<u>IT</u>
	How can I use loops	What is the difference	How can I trust what I	How can I edit photos?	What is data logging?	How can we use a
	when writing code?	between controlled and infinite loops?	find online is correct?			<u>database?</u>
Year 5/6	Computer Science	Computer Science	<u>Digital Literacy</u>	<u>Digital Literacy</u>	Щ	Щ
	How do we communicate over the internet?	What are data packets and how can I use them?	How can I check the security of a website?	How can I create my own webpage?	What is a spreadsheet?	How can I form data in a spreadsheet?