

# Computing Overview [2024-2025]



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
N/R	Despite the removal of the technology strand from the Understanding the World area of learning, computing and technology are still a vitally important element in EYFS. Computing ensures that children enter Year 1 with a strong foundation, builds problem-solving abilities, encourages resilience and supports other areas of learning. Children are immersed in activities which familiarise them with technology they may use more formally in KS1 and at home. For example, taking photos with a tablet, tinkering with a Bee-bot, doodling on an iPad or including an old keyboard in the role play area are all ways in which our children access computing. These activities help build computational thinking when children are creating sets of instructions for a Bee-bot or develop their resilience when they are debugging them to find a solution. Children also develop their digital literacy through the carefully supervised use of technology within the room so that they can safely use technology inside and outside of the classroom.					
Y1	Technology around us (unplugged)	Digital painting (computer)	Moving a robot (BeeBot)	Grouping data (unplugged / iPad)	Digital writing (computer)	Programming animations (iPad / computers)
Y2	Pictograms (iPads)	Digital music (iPad / computers)	Information technology around us (unplugged / iPads)	Digital photography (iPads)	Robot algorithms (BeeBots)	Programming quizzes (iPad / computers)
Y3	Stop-frame animation (iPads)	Sequencing sounds (iPads/computers)	Connecting computers (unplugged)	Branching databases (iPad /computers)	Desktop publishing (laptops)	Events and actions in programs (computers)
Y4	Audio production (computers)	Repetition in shapes (computers)	The internet (iPad / computers)	Data logging (iPad / computers)	Photo editing (computers)	Repetition in games (computers)
Y5	Flat-file databases (computers)	Video production (iPads) – iMovie	Introduction to vector graphics (computers)	Selection in physical computing (computers)	Systems and searching (iPad / computers)	Selection in quizzes (computers)
Y6	3D modelling (computers)	Introduction to spreadsheets (computers)	Variables in games (computers)	Web Page creation (computers)	Communication and collaboration (computers)	Sensing movement (iPad / computers)