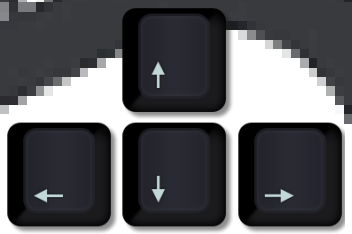
Computing

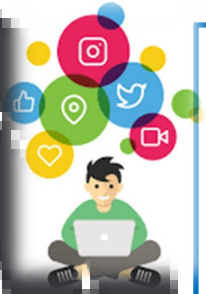












EYFS

EYFS children will begin to learn about different types of technology, how it helps us and how to stay safe when using it.

EYFS children will experience technology in their continuous provision. They will be able to role play with old phones, laptops and cameras.

Many daily lessons will involve use of the interactive whiteboard, for example; e-Books in Story Time, powerpoint presentations and interactive games in Talking Time sessions, visual representations in NCETM Maths sessions. They will experience virtual collective worship and virtual author events.

Children in EYFS will be introduced early computational thinking skills, ready to explore these further in Key Stage One.

KS1 Cycle B

As in Cycle A, the children will begin with a whole unit based on e-safety. Key e-safety messages will then be revisited and embedded at the beginning of every lesson.

The children will create more complex instructions for Bee-Bots and use their problem solving skills to debug and make changes to algorithms. The children will revisit and build on their knowledge of programming later in the year, in the final term, when they make their own quizzes.

In this cycle, the children will explore digital photography. This will involve using a device to take a photo then experimenting with different effects. They will also explore digital music. This will involve creating, editing, experimenting with notes, tempo, rhythm and patterns.

KS1 Cycle A

The children will begin with a whole unit based on e-safety. They will then recap key messages about e-safety at the beginning of every lesson, such as keeping personal information private and asking an adult for help when a problem arises.

The children will learn how to program the Bee-Bots by creating a set of instructions for them to follow. They will revisit and build on their knowledge of programming later in the year, in the final term, when they use ScratchJr.

In this cycle, the children will create pictures digitally and compare how digital drawings are different to paper drawings. Following this, they will use a keyboard to write text and compare how digital writing is different to writing with a pencil.



