



Computing Curriculum at Emscote Infant School.

We are learning...

	Autumn	Spring	Summer
EYFS	<p><u>Links to the EYFS Framework:</u></p> <ul style="list-style-type: none"> • Understanding the World: Recognising technology at home/school, using simple devices. • PSED: Learning to tell an adult if something worrying happens online or with devices – E-safety. • Fine Motor Skills: Drawing on interactive whiteboards, using tablets for photos/videos, interactive whiteboards educational games. <p><u>Examples of Activities:</u></p> <ul style="list-style-type: none"> • Tablets/iPads: Taking photos. • Interactive Whiteboards: Creating digital pictures, playing educational games. • Role Play: Incorporating old phones, keyboards into pretend play. <p><u>How it's Taught:</u></p> <ul style="list-style-type: none"> • Play-Based: Often integrated into continuous provision (free play). • Integrated: Linked to Literacy (phonics games), Maths (number games, sorting), and PSED (following instructions). • Progressive: Builds foundational skills for Key Stage 1 computing. 		
Year One	<p><u>Information Technology around Us</u></p> <ul style="list-style-type: none"> • Technology in our classroom • Using Technology Developing mouse skills • Using a computer keyboard <p><u>Digital Painting</u></p> <ul style="list-style-type: none"> • How can we paint using computers? • Using shapes and lines • Making careful choices 	<p><u>Grouping Data</u></p> <ul style="list-style-type: none"> • Label and Match - Group and count • Describe an object • Making different groups • Comparing Groups <p><u>Moving a Robot</u></p> <ul style="list-style-type: none"> • Buttons / Directions • Forwards and backwards / Four Directions • Getting there / Routes 	<p><u>Creating Media</u></p> <ul style="list-style-type: none"> • Digital Writing - All Saints • Exploring the keyboard • Adding and removing text • Exploring the toolbar <p><u>Programming animations</u></p> <ul style="list-style-type: none"> • Comparing tools • Joining blocks • Make a change • Adding Sprites
Year Two	<p><u>Information Technology around Us</u></p> <ul style="list-style-type: none"> • IT in school and IT in the world • The benefits of IT • Using IT safely <p><u>Digital Photography</u></p> <ul style="list-style-type: none"> • Taking photographs - landscape or portrait • What makes a good photograph? • How can photographs be changed? • Is it Real? 	<p><u>Robot Algorithms</u></p> <ul style="list-style-type: none"> • Giving instructions / Same but different • Mats and Routes • Algorithm design <p><u>Pictograms</u></p> <ul style="list-style-type: none"> • Counting and comparing • Enter the data • Creating pictograms 	<p><u>Creating Media</u></p> <ul style="list-style-type: none"> • Making Music • How music makes us feel / Rhythms and patterns • Notes and tempo • Creating digital music <p><u>Programming Quizzes</u></p> <ul style="list-style-type: none"> • Scratch Jr Recap • Outcomes • Using and changing a design • Designing and creating a program