

Audley Infant School - Computing Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery Topic	Nursery rhymes	Colour & shapes	Frozen	Super Heroes	Growing and Changing	Celebrations
Computing area	<p><u>Throughout EYFS these statements are met using the following LO's which the teachers use within their topic planning.</u></p> <p>To know that when they touch the screen on a teacher set program something will happen.</p> <p>To begin to understand the internet is a tool to find information</p> <p>To show an interest in computers and technology</p> <p>To recognise technology in the world around them – tills, phones etc</p> <p>To begin to use a simple art program to draw pictures with support</p>					
E safety	<p>To know they must ask an adult when they want to use the internet</p> <p>To be kind to their friends</p> <p>To be careful with technology devices</p>					
Reception Topic	Happy Place, Happy face All about me	Abracadabra	Blast Off	Fabulous Food	Grow, Grow, Grow	Under the Sea
N	<p><u>Throughout EYFS these statements are met using the following LO's which the teachers use within their topic planning.</u></p> <p>To show an interest in the computers.</p> <p>To know that moving the mouse moves the curser on the screen.</p> <p>To be able to move the mouse correctly.</p> <p>To recognise and locate letters on the keyboard.</p> <p>To use a simple art program to draw pictures.</p> <p>To show an interest in programmable toys.</p> <p>To recognise technology in the world around them.</p>					
E safety	<p>To know they must ask an adult when they want to use the internet</p> <p>To know when they are using the internet</p> <p>To be kind to their friends</p> <p>To be careful with technology devices</p>					

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Year 1 Topic	Marvellous Me	Amazing Animals	Brilliant Blackburn	Transport	Mr Bloom	Wish you were here
Computing area	<p>Information Technology Multimedia and word processing</p>	<p>Information Technology Data Handling</p>	<p>Digital literacy Technology in our lives</p>	<p>Digital literacy Electronic communication</p>	<p>Information Technology Multimedia and word processing</p>	<p>Computer Science Programming</p>
	<ul style="list-style-type: none"> • To name the parts of a laptop. • To be able to manipulate the tracking pad in an art program to create a simple background/picture. • To be able to log on with support. • To turn the laptop on/off the correct way with support. 	<ul style="list-style-type: none"> • To be able to log onto class eg, c5 with support • To be able to select a computer program with support. • To begin to understand there are different ways in which data can be represented. • To input and present information in a simple bar graph/pictogram with support. 	<ul style="list-style-type: none"> • To be able to locate specific, teacher defined, age appropriate websites through a favourite menu and/or by typing a URL into the address bar with support. • To know that technology can give rapid access to a variety of resources. • To log onto the computer with support. • To make choices within a child friendly search engine/website with support. • To type accurately. 	<ul style="list-style-type: none"> • To be able to recognise common uses of information technology beyond school in the context of sending an email. • To explore how to use email to safely communicate using purple mash. • Use technology safely and respectfully in the context of searching for appropriate images online using a child friendly search engine. • To safely search for images online with support. • To know that messages can be sent quickly and electronically using a range of devices. 	<ul style="list-style-type: none"> • To create a series of images to create a short animation with support. • To save a store work in an appropriate area with support. • To understand that an animation is a series of still images. • To know that we can use technology to communicate in different ways – text, images, tables, sounds • To know what the term multimedia means. 	<ul style="list-style-type: none"> • To know that we use programming in our everyday lives. • To understand the vocabulary associated with programmable toys. • To understand that an algorithm is a set of instructions which need to be carried out in the correct order. • To be able to program a bee-bot with a simple Algorithm.

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				<ul style="list-style-type: none"> To understand that electronic messages can be in the form of Pictures, sound and or text. 		
E-Safety		To be able to safely search for images online with support.	<p>Use technology safely and respectfully in the context of learning about the SMART rules for Internet safety.</p> <p>To understand how to communicate safely online.</p> <p>To recognise with support when something online might not be safe.</p> <p>To know what to do if something online is not safe or upsets me.</p> <p>To begin to make links between the offline and online world.</p>	<p>To be able to recognise that there may be people online who could make us feel sad, embarrassed or upset.</p> <p>I know what to do if something makes me sad, worried, uncomfortable or frightened.</p>	<p>Use technology safely and respectfully in the context of keeping personal information safe.</p> <p>To understand what personal information I need to keep safe.</p>	
Year 2 Topic	Being fine or 999	Fire Fire	Awesome Asia	Roar	Castles	Park Life
Computing area	Information Technology Data Handling	Information Technology Multimedia and word processing	Digital literacy Electronic communication	Digital literacy Technology in our lives	Computer Science Programming	Computer Science Programming
	<ul style="list-style-type: none"> To know the different ways data can be represented 	<ul style="list-style-type: none"> To use technology to recreate, organise, store, manipulate and retrieve digital content. 	<ul style="list-style-type: none"> To understand that there are different ways that messages can be sent. To know that messages can be 	<ul style="list-style-type: none"> To know the Smart Rules To begin to understand that some websites are more useful than 	<ul style="list-style-type: none"> To know that we use programming in our everyday lives To know that an algorithm is a series of instructions that 	<ul style="list-style-type: none"> To know that we use programming in our everyday lives To know that an algorithm is a series of instructions that need

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	<ul style="list-style-type: none"> • To be able to represent data in a variety of ways • To know that computing can be used to create and display charts/diagrams • To know that computing can be used to sort items and information. • To know that there are different ways we can collect information. 	<ul style="list-style-type: none"> • To use a computer program to recreate an artistic style. • To create computer art. • To be able to use a range of tools in a computer program to reproduce a style of art. • To be able to make and edit shapes to create a piece of art. • I can change the shade of a colour for effect. • I can use a range of skills to create a piece of art. 	<p>sent quickly electronically via a range of devices.</p> <ul style="list-style-type: none"> • To understand that an e-mail has to be sent to a unique e-mail address and the address needs to be type accurately. • To know that not everything on the internet is true. 	<p>others when searching topics</p> <ul style="list-style-type: none"> • To begin to understand that not everything on the website is true • To know that technology can give rapid access to a variety of resources- internet, DVD, photographs etc • To be able to locate specific, teacher defined, age appropriate websites through a favourite menu and/or by typing a URL into the address bar. • To be able to retrieve work. • To be able to speak for an audience. 	<p>need to be carried out in the correct order.</p> <ul style="list-style-type: none"> • To know that instructions need to be precise • To understand the terms debug, algorithm, program, instructions. • To know that an algorithm is a series of instructions that need to be carried out in the correct order. 	<p>to be carried out in the correct order.</p> <p>To know that instructions need to be precise</p> <p>To understand the terms debug, algorithm, program, instructions.</p>
E-Safety	<ul style="list-style-type: none"> • To be able to use technology safely • To know that personal information must be kept private 	<ul style="list-style-type: none"> • To begin to understand some of the qualities that can be used to assess if person is trustworthy. • To be able to identify situations in which it is wise to turn to a trusted adult for help 	<ul style="list-style-type: none"> • To know the rules for staying safe online. • To understand what is meant by personal information. • To know that personal information should not be shared online without a trusted adult's permission. • To know they should not ask to meet 	<ul style="list-style-type: none"> • To know how to stay safe online. 	<ul style="list-style-type: none"> • To know that many devices are connected to the internet in our homes. 	<ul style="list-style-type: none"> • To understand that the information I put online leaves a digital footprint.

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			<p>anyone they meet online.</p> <ul style="list-style-type: none">• I know that I must report anything that is scary or worrying to me.			
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