

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery/Reception	At Darell, computing in the EYFS consists of unplugged activities (activities that do not require technology) to promote and develop computational thinking and nurture creativity. Computational skills include: Tinkering, Creating, Collaboration, Persevering, Logic, Pattern, Abstraction, Algorithms and Decomposition. Our focus is on children as creators not consumers of technology. As children develop their computational thinking skills in EYFS, they are developing the right foundations of computational thinking, which will enable them to successfully create and use computer systems for problem solving in later learning. Teachers support and challenge the children in their development through effective questioning and prompting.					
Year 1	Technology around us - laptops	Digital painting	Programming with Rugged Robots: Moving a robot	Grouping data	Digital writing	Programming with Scratch Junior: animations
Year 2	Information technology around us	Digital photography	Programming with Rugged Robots: Robot algorithms	Data: pictograms	Making music with Chrome Musiclab	Programming with Scratch Junior: Quizzes
Year 3	Networks: connecting computers	Stop-frame animation	Programming with Scratch: sequence in music	Data: Branching databases	Desktop publishing	Programming with Scratch: events and actions
Year 4	Networks: The internet	Audio editing	Programming with Logo: repetition in shapes	Data logging with the micro:bit	Photo editing	Programming with Scratch: repetition in games
Year 5	Networks: Sharing information	Video editing	Programming with micro:bits Selection	Flat-file databases	Vector drawings	Programming with Scratch: selection in quizzes
Year 6	Networks: Communication	Web-page creation	Programming with Scratch: Variables in games	Data: introduction to spreadsheets	3D modelling with Tinkercad	Programming with micro:bit: sensing







Enjoyment

Aspiration

