

EYFS

Having an awareness for technology and how to use it safely.

Use mechanical toys within play.

Using unplugged technology within role play.

Year 1

Computing systems and networks – Technology around us

Creating media – Digital painting (2Paint App)

Creating media – Digital writing (Word)

Data and information – Grouping data (Powerpoint)

Programming A – Moving a robot (Beebots)

Programming B – Intro to animation (Scratch Jnr)

Year 2

Computing systems and networks – IT around us (Powerpoint)

Creating media – Digital photography (iPad camera)

Creating media – Making music (Chrome music lab)

Data and information – Pictograms (J2 pictograms)

Programming A – Robot algorithms (Beebots)

Programming B – An introduction to quizzes (Scratch jnr)

LKS2

iJam – isong (Garageband)

iProgram – ilogic (coding1)

iOffice – isafety (Microsoft 365)

iCreate – iStop Motion (imovie)

iCommunicate – icollaborate (podcats, blogs, vlogs and broadcast)

iTech – iconrol (coding2)

UKS2

iJam – isong (Garageband)

iProgram – ilogic (coding1)

iOffice – isafety (Microsoft 365)

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Computing curriculum road map

KS1: Online-safety lessons 1 per term