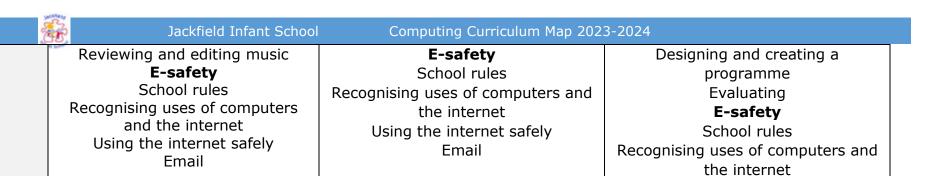


	Autumn Term	Spring Term	Summer Term
Nursery	MARVELLOUS ME!/TRANSPORT	STORIES	SEASIDE AND UNDER THE SEA
		SUPERHEROES	
	E-Safety		E-Safety
	IWB Maths activities e.g.	E-Safety	IWB and computers – phonics,
	Topmarks ABAB patterns	Introduce computer, keyboard,	letter formation and maths games
	2paintapicture – splash	mouse etc	Computers/I-Pads - Draw a sea
	(fireworks)	Introduce I-Pads	creature or related item
		Explore the remote-control cars	
		Use of IWB, I-Pads and computers	
		for phonics and maths games	
		2-paint a picture	
Reception	MARVELLOUS ME!	SUPERHEROES	SEASIDE AND UNDER THE SEA
	TRANSPORT		
		E-safety	E-safety
	E-safety	Dark de marie anno anno de m	5
	Programming	Beebots - programming	Programming
	Explore the beebots	Input simple sequence of	create a simple picture to tell a
	Creating media use of mouse	commands with support Data & Information	story Data & Information
	Move and resize images with	Scan QR code	Scan QR code
	fingers or mouse	explore a 360 image	Explore a 360 image
	Create digital pictures	Talk about AR objects in my class	Talk about AR objects in my class
	create digital pietares	(VR animals)	(VR places/under the sea)
	Use of ipads for letterjoin -	Creating media	Creating media
	handwriting/ numberblocks -	Take a photo and use it in an app	Record, play and watch a short
	maths	(make selves into superheroes)	video
		Create a simple digital collage	Create a simple digital collage
		Computer systems and networks	Type letters with increasing
		Identify and talk about how can use	confidence using a keyboard or
		the internet to find things out	tablet
			Computer systems and networks
		Use of ipads letterjoin/maths games	Identify and talk about how can use
			the internet to find things out
			Use of ipads letterjoin/maths games
			ose of ipaus letterjoin/matris games



	Jackineta Illiant School	Computing Curricularit Map 202.	
Year One	PIRATES	MAGICAL KINGDOMS	ALL CREATURES GREAT AND SMALL
	Technology around us Technology in our classroom Using technology Developing mouse skills Using a computer keyboard Using a computer responsibly Beebot Pirate maps Digital painting How can we paint using computers? Using shapes and lines Making careful choices Painting all by myself Comparing computer art and painting Paint a Pirate E-safety School rules Recognising uses of computers and the internet Using the internet safely Email	Digital writing Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard Grouping data Label and match Group and count Describe an object Making different groups Comparing groups Answering questions E-safety School rules Recognising uses of computers and the internet Using the internet safely Email	Moving a robot Buttons Directions Forwards and backwards Four directions Getting there Routes Introduction to animation Comparing tools Joining blocks Make a change Adding sprites Project design Following my design 4D+ Animals E-safety School rules Recognising uses of computers and the internet Using the internet safely Email
Year Two	THE GREAT FIRE OF LONDON	A SEED OF CHANGE	HOMELY HABITATS
	IT all around us What is IT? IT in school IT in the world The benefits of IT Using IT safely Using IT in different ways Making Music How music makes us feel Rhythms and patterns How music can be used Notes and tempo Creating digital music	Digital photography Taking photographs Landscape or portrait What makes a good photograph? Lighting Effects Is it real? Robot algorithms Giving instructions Same but different Making predictions Mats and routes Algorithm design Debugging	Pictograms Counting and comparing Enter the data Creating pictograms What is an attribute? Comparing people Presenting information An introduction to quizzes Scratch junior recap Outcomes Using a design Changing a design



Using the internet safely Email