



	Autumn Term	Spring Term	Summer Term
Nursery	Marvellous me! People who help us Autumn 1 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Collaboration Creating Pattern Adult led (Weekly) Barefoot computing Awesome Autumn – Autumn Garlands Daily routine instructions	Once upon a time Spring 1 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Abstraction Decomposition Algorithms Adult led (weekly) Planting algorithm Barefoot computing Springtime – Seed planting/sequencing Daily routine instructions	What a wonderful world Summer 1 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Persevering Logical Reasoning Tinkering Adult led (weekly) Car tracks – forwards and backwards Move the car, vehicle or child forwards and backwards along the track Using algorithm cards (arrow cards)
	Marvellous me! People who help us Autumn 2 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Collaboration Creating Pattern Exploring technology Adult led (weekly) Introduce ipads – screen, keyboard, camera, how to turn on Explore ipads - Duck Duck Moose – Chatter pics photos CP – Use chatter pics e.g. Autumn/ Winter pictures, paintings, model making – Bring it to life	Once upon a time Spring 2 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Abstraction Decomposition Algorithms Adult led Duck Duck Moose – Draw and tell Colouring picture – Describe the picture	What a wonderful world Summer 2 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Persevering Logical Reasoning Tinkering Adult led (weekly) Code a pillar Recap what an algorithm is an algorithm is a sequence of instructions or a set of rules that have to be followed in a set order. Introduce code a pillar with forward blocks. Give pupils time to explore. If confident introduce turns and music.



Reception	Marvellous me! Autumn 1 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Collaboration Creating Pattern Barefoot computing Busy bodies -Parts of our body Busy bodies - Make a body Activity instructions Making cupcakes algorithm	Once upon a time Spring 1 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Abstraction Decomposition Algorithms Adult led (weekly) Three little pigs house visits - Programming on a twister mat CP – Twister mats and characters	What a wonderful world Summer 1 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Persevering Logical Reasoning Tinkering Adult led (weekly) Cubetto Show the arrow block to the children and demonstrate a simple algorithm Children to explore creating further algorithms and programmes
	Marvellous me! Autumn 2 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Collaboration Creating Pattern Ipad skills Drag and drop activity Police cars – j2e paint	Once upon a time Spring 2 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Abstraction Decomposition Algorithms Adult led Use of ipads to create evil pea pictures/space pictures – j2e paint	What a wonderful world Summer 2 Computational Thinking Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. Persevering Logical Reasoning Tinkering Adult led (weekly) Keyboard skills on ipad (name writing) https://www.j2e.com/jit5# available on the devices for the pupils to access (Choose the background to match current topic) Support children with typing their names/ phonics/ a sentence/ words to be printed for a display Show the pupils how they can edit (change) their text by clicking on the colour or font size (a a aa) buttons



Year One	PIRATES 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 Digital Literacy School rules SIDs Top tips Use of devices and applications Safety Design, creation and editing of content Online safety Barefoot computing Busy Bodies - Look how we grow Busy Bodies - Movement algorithms	MAGICAL KINGDOMS 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 Digital Literacy School rules SIDs Top tips Use of devices and applications Design, creation and editing of content Handling and storing data and information Safer Internet Day Barefoot computing Story sequencing	ALL CREATURES GREAT AND SMALL 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 Digital Literacy School rules SIDs Top tips Use of devices and applications One Decision computer safety Barefoot computing Spelling rules algorithms Logo build algorithm (SEND) Bee-Bot route decomposition Scratchjr tinkering Bee-Bots go wild
Year Two	THE GREAT FIRE OF LONDON 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 Reviewing and editing music Digital Literacy School rules SIDs Top tips Safety Use of devices and applications	A SEED OF CHANGE 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 Digital Literacy School rules SIDs Top tips Use of devices and applications Design, creation and editing of content One Decision computer safety Safer Internet Day	HOMELY HABITATS 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 Designing and creating a programme Evaluating Digital Literacy School rules SIDs Top tips Design, creation and editing of content



	Online Safety Barefoot computing Hand washing algorithm	Barefoot computing ScartchJr Knock Knock joke Scratchjr tinkering	Handling and storing data and information Barefoot computing Colourful kits (Data)
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Computer Science

Information Technology

Digital Literacy