



COMPUTING LTP

2024-25

CAREERS

Jobs connected to Computing	Companies you could work for	Famous People
Software developer	Google	Mark Zuckerberg
Games developer	Apple	Anita Borg
Computer technician	Microsoft	Will. i. am
IT consultant	Nintendo	Bill Gates
	Virgin media	Andre Young

Computing progression through EYFS

Understanding the World: Computing Overview

Focus	Electronic Communication Understanding Technologies	Text and Multimedia	Research and E-Safety	Digital images and audio	Algorithms Handling information	Vocabulary- To be used daily.
Reception Skills	<ul style="list-style-type: none"> Completes a simple program on electronic devices. 	<ul style="list-style-type: none"> Begin to list different IT in their home. 	<ul style="list-style-type: none"> Begin to give reasons why we need to stay safe online. Can use the internet with adult supervision to find and retrieve information of interest to them. 	<ul style="list-style-type: none"> Can create content such as a video recording, stories, and/or draw a picture on screen. 	<ul style="list-style-type: none"> Develops digital literacy skills by being able to access, understand and interact with a range of technologies. 	Internet, website, mouse, images, paint, technology, share, collect, set, sound, communicate, videos, photos, programme

Reception Knowledge	Autumn 1 Me and My Family	Autumn 2 Seasons and Celebrations	Spring 1 The Ocean	Spring 2 Transport	Summer 1 Growth and Change	Summer 2 Castles and Dragons
	<p>Online Safety:</p> <p>Explain how to stay safe when using the internet</p> <p>Know that teachers' communicate with them and grown-ups via Tapesetry</p> <p>Programming:</p> <p>Turn on the Touch Table, open a programme and follow instructions</p>	<p>Programming:</p> <p>Follow teacher's instructions when using an online interactive programme such as paint or draw. Attempt to raw a place that is special to you.</p> <p>Creating Media:</p> <p>Use the Touch Table to create images using a range of colours and tools to edit and refine</p> <p>Online Safety:</p> <p>Know that my work belongs to me.</p> <p>Use the tools to label my work- name.</p>	<p>Creating Media:</p> <p>Write a variety of CVC words using a keyboard, comparing any letters that look different on a keyboard.</p>	<p>Creating Media:</p> <p>Use the iPad to take their own image of our natural environment – e.g. life cycles of a plants and caterpillars</p> <p>Understand how to find previously taken images</p>	<p>Online Safety:</p> <p>Use Google to find out more information about plants and use the images to support their own representations- with supervision of an adult</p> <p>Creating Media:</p> <p>Use iPad to take their own images of their natural environment – their outdoor area</p>	<p>Online Safety:</p> <p>Online community – how people in our community connect online</p> <p>Know who to speak to if someone upsets you</p> <p>Share images with people in our community – Tapestry and Twitter with adult supervision</p> <p>Creating Media:</p> <p>Send a group class email to a person in our local community and wait for a response.</p>

NB - These are our overarching themes that have been mapped to national curriculum subjects in KS1. The knowledge content is identified in the intent subject documents.

KS1 Computing Overview 2024 2025	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Online Safety (Project evolve)	Programming 1 Moving a robot	Computer systems and network Using technology to create digital paintings and texts		Programming 2 An introduction to animation	
Year 2	Online safety (Project evolve)	Programming 1 Robot Algorithms	Computer systems and network Using IT to create memories		Programming 2 An introduction to quizzes	

KS2 Computing Overview 2024 2025	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Online safety programme (Project evolve)	Programming 1 Sequence in music	Computer systems and network Creating an animated story		Programming 2 Events and actions	
Year 4	Online safety programme (Project evolve)	Programming 1 Repetition in shapes	Computer systems and network Fake news: A real story		Programming 2 Repetition in games	
Year 5	Online safety programme (Project evolve)	Programming 1 Selection in quizzes	Computer systems and network Advertising a new logo		Programming 2 Sensing	
Year 6	Online safety programme (Project evolve)	Programming 1 Variables in a game	Computer network and systems Website design 3D sustainable products		Programming 2 Selection in physical computing	