

Our computing curriculum is provided by the Teach Computing scheme. This covers all requirements from the National Curriculum for KS1.

Computing Long Term Plan

Our teaching of computing is taught as a 3 week block each term in KS1. In nursery and reception computing is interweaved throughout continuous provision with a particular emphasis in the areas of online safety and technology all around us. Our key concepts are revisited throughout the children’s time at school. This is to ensure that progression will enable children to build a computing schema and move their learning from working into their long term memory.

Nursery

In our Early Years the principles of high quality provision underpin our curriculum. Our practitioners understand that all children are unique in the way and the rate at which they develop. Our practitioners will adjust their practice in response to individual children so that our curriculum meets their learning and developmental needs. All Areas of Learning and Development and the Characteristics of Effective Learning are interconnected. As the Prime areas of Learning and Development lay vital foundations in the development of computing skills at Uplands Infant and Nursery school they are continuously in action and prioritised throughout the EYFS.

	Nursery	Reception	Year 1	Year 2
Autumn 1	➤ E-safety	➤ E- safety	➤ E – safety ➤ Technology all around us	➤ E-safety ➤ IT around us
Autumn 2	➤ Technology around us	➤ Technology all around us	➤ Creating media – Digital writing	➤ Creating media – Digital photography ➤ Creating media – Digital photography ➤ Creating media – Digital photography
Spring 1	➤ E-safety	➤ Technology all around us	➤ Programming A – Moving a robot	➤ Programming A – Robot algorithms
Spring 2	➤ Technology around us	➤ Technology all around us	➤ Programming B – Introduction to animation	➤ Programming B – An introduction to quizzes
Summer 1	➤ E-safety	➤ Creating media – Digital photography	➤ Creating media – Digital painting	➤ Creating media – Making music
Summer 2	➤ Technology around us	➤ Creating media – Digital photography	➤ Data and information – Grouping Data ➤ Data and information – Grouping Data	➤ Data and information – Grouping Data ➤ Data and information – Pictograms

