

Computing Topics			
	Autumn	Spring	Summer
Nursery	In nursery children explore how things work including push and pull toys and those with batteries. They use old and new technology such as telephones and computers, within their role play.		
Reception	In Reception children use technology to support their learning, such as using applications to play a mathematical game, taking a photo with a tablet of their model or playing with programmable toys. The children also have discrete Computing sessions where they develop basic computing skills including learning basic functions of a tablet and logging into an application. E-safety is taught through stories, such as Smartie the Penguin and Webster's Friend.		
Year 1	Unit 1.1 Online Safety Unit 1.2 Grouping and Sorting Unit 1.3 Pictograms Unit 1.4 Lego Builders	Unit 1.5 maze Explorers Unit 1.6 Animated Stories	Unit 1.7 Coding Unit 1.8 Spreadsheets Unit 1.9 Technology Outside of School
Year 2	Unit 2.1 Coding Unit 2.2 Online safety	Unit 2.3 Spreadsheets Unit 2.4 Questioning Unit 2.5 Effective searching	Unit 2.6 Creating Unit 2.7 Making Music Unit 2.8 Presenting ideas
Year 3	Unit 3.1 Coding Unit 3.2 Online safety Unit 3.3 Spreadsheets	Unit 3.4 Touch Typing Unit 3.5 Email Unit 3.6 Branching databases	Unit 3.7 Simulations Unit 3.8 Graphing Unit 3.9 Presenting
Year 4	Unit 4.1 Coding Unit 4.2 Online safety Unit 4.3 Spreadsheets	Unit 4.4 Writing for different audiences Unit 4.5 Logo Unit 4.6 Animation	Unit 4.7 Hardware Investigators Unit 4.8 Making music