Computing Year 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
General Topics	**Time Travellers** Great Fire of London	**Time Travellers** Victorians	**What came first?** (Eggs)	**What came first?** Animals	**Explorers** Ernest Shackleton	**Explorers** Amelia Earhart Christopher Columbus
Computing Learning Objectives	Teach 3 **Programming A** I can read and follow written algorithms I know there may be more than one algorithm to do the same task I can predict the outcome of a simple program I can write a sequence of instructions for a specific task I can identify the problem in order to debug a simple program I can describe ways computers and other devices are used outside school E-safety (link to PSHE)	PM 2.5 **Effective Searching** I can navigate to a website via favourites and typing in address, to find out information I know that some things found on the internet will not be true, useful or safe I can use a search engine to find facts using key word search PM 2.8 **Presenting Ideas** I can edit and improve my work by changing, adding or removing words I can change the font size, colour and style to change my work I can word process short texts, rather than copying up written work	PM 2.1 **Coding** I can read and follow written algorithms I know there may be more than one algorithm to do the same task I can predict the outcome of a simple program I can write a sequence of instructions for a specific task I can identify the problem in order to debug a simple program I can describe ways computers and other devices are used outside school	Teach 2 **Digital Photography** I can discuss the quality of my images and make decisions e.g. delete a blurred image I can use a photograph within a document I can combine a set of photographs to tell a story E-safety (link to PSHE)	PM 2.4 **Questioning** I can sort items into groups by asking yes / no questions (e.g. Guess Who games) I can use a branching database to sort and identify items I can search a prepared database to answer simple questions I can collect a set of data and present it as a simple graph I can save, open and edit my work	PM 2.7 **Making music** I can record an audio recording I can play back an audio recording
Trips/Visitors/Enriching experiences			Safer Internet Day			

Computing Year 1	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
General Topics	**Belonging**		**Toys**		**Once upon a time**	
Computing Learning Objectives	Teach 3 **Moving a robot** I can explain what an algorithm is, and give everyday examples I can write a simple algorithm (using symbols) I can follow a sequence of instructions (symbols) I can write a sequence of instructions to move a programmable toy using symbols I can explore the outcome when instructions are given in different orders	Teach 5 **digital writing** I can use letters, basic punctuation, spacebar and enter key to type words and sentences quickly I can use backspace to make corrections I can use shift key for punctuation I am starting to use two hands when typing	Teach 2 **Digital painting** I can paint with different colours using undo or eraser to correct mistakes I can use different tools such as brush, pen, line, shape and fill **Photography** I can use a digital still camera to take a picture I understand the need to frame the image and keep the camera still	PM 1.9 **Tech Outside School** PM 1.3 **Pictograms** I can sort items into groups I can make pictograms, and I know that computers help me to make pictograms more quickly I can make changes to the information in my pictograms I know that if I put the wrong numbers in my charts my pictograms will also be wrong I can use my pictograms to help me answer questions	PM 1.7 **Coding** I can write a simple algorithm (using symbols) I can follow a sequence of instructions (symbols) I can explore the outcome when instructions are given in different orders	PM 1.6 **Animated stories** I can paint with different colours using undo or eraser to correct mistakes I can use different tools such as brush, pen, line, shape and fill I can use letters, basic punctuation, spacebar and enter key to type words and sentences quickly I can record an audio recording I can play back an audio recording
Trips/Visitors/Enriching experiences			Safer Internet Day	Young V&A museum		

Computing Reception	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
General Topics	**Ourselves**	**Night and Day**	**Space**	**Traditional Tales**	**Growing**	**Habitats**
Computing Suggested activities (non-statutory)	Barefoot – Busy Bodies Clevertouch – paint projects *Autumn leaves / big cats*	Clevertouch – paint projects *Firework / Christmas tree / Warm winter jumper*	Barefoot – Super space Link to UW – famous person Margaret Hamilton / Katherine Johnson Purple Mash – mashcam (astronaut) Clevertouch – paint projects *Chinese fan*	Computational thinking – unplugged traditional tales beebot mat (then beebots) Clevertouch – paint projects *3 pigs house / Chick*	Barefoot – springtime 2paint	Barefoot – Summer fun 2paint (mouse skills)
	<u>Ongoing</u> - Beebots / Walkie Talkie Sets / Metal Detectors / Clevertouch Sorting / pattern / pictograms – link to number / numerical patterns					
Trips/Visitors/Enriching experiences			Safer Internet Day			

Computing Nursery	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
General Topics	**All about me Celebrations**		**People who help us**	**Traditional tales**	**Growing**	**Mini-beasts**
Computing Suggested activities (non-statutory)	Purple Mash paint project – My Face	Purple Mash paint project – Rangoli pattern 2Paint – firework picture	Purple Mash paint project – Lantern Puzzle - lantern	Purple Mash paint project – Gingerbread man Purple Mash paint project - Easter egg	Barefoot - Springtime	Purple Mash paint project- Snail / Butterfly / Minibeast
	Ongoing – Phones / walkie talkies / remote control cars / coding critters Simple City activities on Clevertouch linked to learning Sorting / pattern activities					
Trips/Visitors/Enriching experiences			Safer Internet Day			