TOWNVILLE INFANTS' SCHOOL
Computing: Curriculum Overview

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery **Reception**	*Interact with simple apps such as paint and SMART to create.* *Investigate how items of technology such as CD players, simple robots, cameras, I-Pads, lights, remotes and walkie-talkies work.* *Use items of technology within their play.* *Explore and discuss items of technology found in the home.* *Learn to handle technology carefully.* *Recognise technology as items which use electricity.* *Understand the importance of adult supervision when using the internet.* *Recognise the use of the internet as a source of information and name simple ways to ensure their own safety online.*					
	Computing systems and Networks	**Creating Media**	**Programming A**	**Data and Information**	**Creating Media**	**Programming B**
Year 1	**Computing systems and networks – Technology around us** *Recognising technology in school and using it responsibly.*	**Creating media – Digital painting** *Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.*	**Programming – Moving a Robot** *Writing short algorithms and programs for floor robots, and predicting program outcomes.*	**Data and Information - Grouping Data** *Exploring object labels, then using them to sort and group objects by properties.*	**Creating media - Digital Writing** *Using a computer to create and format text, before comparing to writing non-digitally.*	**Programming – Introduction to Animation** *Designing and programming the movement of a character on screen to tell stories.*
Year 2	**Computing systems and networks – Information Technology Around Us** *Identifying IT and how its responsible use improves our world in school and beyond.*	**Creating media - Digital Photography** *Capturing and changing digital photographs for different purposes.*	**Programming – Robot Algorithms** *Creating and debugging programs, and using logical reasoning to make predictions.*	**Data and Information - Pictograms** *Collecting data in tally charts and using attributes to organise and present data on a computer.*	**Creating media - Making Music** *Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.*	**Programming- Quizzes** *Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.*