



United Curriculum: Computing



	N3-4	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn	<p>Children in EYFS will use and explore a range of everyday technology through their play e.g. cause and effect toys with buttons, wind-up toys, role play tills and telephones. They will have opportunities to explore educational games and create artwork using iPads. As well as using these to take photos. They will also explore how to use controllers or buttons to make simple toys move e.g. remote-control cars or Beebots.</p>		1.1 - Technology around us	2.1 – IT around us	3.1 - Connecting computers	4.1 - The Internet	5.1 - Systems and searching	6.1 - Communication and collaboration
				2.2 - Digital photography	3.2 - Stop-frame animation	4.2 - Audio production	5.2 - Video production	6.2 - Web page creation
Spring			1.3 - Moving a robot	2.3 - Robot algorithms	3.3 - Sequencing sounds	4.3 - Repetition in shapes	5.3 - Selection in physical computing	6.3 - Variables in games
Summer			1.4 - Grouping data	2.4 - Pictograms	3.4 - Branching databases	4.5 - Photo editing	5.4 - Flat-file databases	6.4 - Spreadsheets
			1.5 - Digital writing					
			1.6 - Programming animations	2.6 - Programming quizzes	3.6 - Events and actions in programs			