

Concept Map – Computing

Concept	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Online safety 	Use of devices Tell trusted adult if worried Appropriate use of technology	Technology Around Us Grouping Data Digital Writing	Information Technology Around Us Pictograms Digital Photography	Connecting Computers Stop Animation Branching databases Using text and emojis respectfully	The Internet Creating Audio Photo editing	Systems and Searching Video Production	Communication and Collaboration Web Page Creation
Programming 	Directions inc. positional language – Beebot	Programming A: Moving a Robot Programming B: Animations	Programming A: Robot Algorithms Programming B: Programming quizzes	Connecting Computers Programming A: Sequencing Sounds Programming B: Events and actions in programs	Programming A: Repetition in shapes Data Logging Programming B: Repetition in games	Programming A: Selection in Physical Computing Programming B: Selection in quizzes	Programming A: Variables in Games Programming B: Sensing movement – Micro:bits
Create digital content 	Creating content – self-portraits, making a book cover, creating patterns	Digital Writing Digital Painting	Pictograms Programming B: Programming quizzes	Connecting Computers Programming A: Sequencing Sounds Branching databases Stop Animation Desktop Publishing	The Internet Data Logging Creating Audio Photo Editing	Programming A: Selection in Physical Computing Data and Information: Flat-file databases Video Production Vector graphics	Communication and Collaboration Programming A: Variables in Games Introduction to spreadsheets Web Page Creation 3D Modelling
Technological purpose 	Making book cover	Technology Around Us Programming A: Moving a Robot Grouping Data Digital Painting	IT Around Us Pictograms Digital Photography	Connecting Computers	The Internet	Systems and Searching	Communication and Collaboration 3D Modelling
Effective searching 	Using ICT to find information for role play – Simple City	Technology Around Us	Information Technology Around Us	Desktop Publishing	The Internet Creating Audio	Data and Information: Flat-file databases Video Production	Web Page Creation

Concept Curriculum Skills - Computing

Concept	EYFS Curriculum Skills	KS1 Curriculum Skills	LKS2 Curriculum Skills	UKS2 Curriculum Skills
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Online safety 	ELG PSED - Explain the reasons for rules, know right from wrong and try to behave accordingly.	-To use technology safely and respectfully, keeping personal information private. -To identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	-To use technology safely, respectfully and responsibly; to develop an understanding of acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	-To use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
Programming 	ELG Communication and language - Offer explanations for why things might happen. ELG PSED - Work and play cooperatively and take turns with others.	-To understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions -To create and debug simple programs. -To use logical reasoning to predict the behaviour of simple programs.	-To begin to write and debug programs that accomplish specific goals, including controlling or simulating physical systems. -To start to solve problems by decomposing them into smaller parts. -To use sequence, selection, and repetition in programs. -To understand the terms input and output. -To begin to detect and correct errors in algorithms and programs.	-To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems. -To solve problems by decomposing them into smaller parts. -To use sequence, selection, and repetition in programs. -To work with variables and various forms of input and output. -To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
Create digital content 	ELG Creating with materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; - Share their creations, explaining the process they have used; ELG Fine motor skills Begin to show accuracy and care when drawing.	-To use technology purposefully to create digital content.	-To use a variety of software (including internet services) on a range of digital devices to create a range of content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	-To select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
Technological purpose 	ELG Understanding the world - Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class;	-To use technology purposefully to create, organise, store, manipulate and retrieve digital content. -To recognise common uses of information technology beyond school.	-To begin to develop an understanding of computer networks including the internet; how the internet can provide multiple services, such as the world wide web; and the opportunities it has to offer for communication and collaboration.	-To understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.
Effective searching 	ELG Past and Present Talk about the lives of the people around them and their roles in society;	To begin to use key words when searching the internet.	-To understand the importance of key words when searching, appreciate how results are selected, and to start to be discerning in evaluating digital content.	-To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.