

Computing (School Year 2024-25)

Year B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS/Preschool	<p>Since the technology strand was removed from the Understanding the World area of learning, there has been lots of discussion around the place of computing in Early Years Foundation Stage (EYFS). However, computing and technology are still vitally important in EYFS. Computing in EYFS ensures that pupils enter Year 1 with a strong foundation, builds problem-solving abilities, encourages resilience and supports other areas of learning. By integrating computing into EYFS, pupils also begin to build their digital literacy and their understanding of e-safety.</p>					
Year 1/2	Computing systems and networks <i>Technology around us</i>	Computing systems and networks <i>IT around us</i>	Creating media <i>Digital painting</i>	Creating media <i>Digital photography</i>	Programming A <i>Moving a robot</i>	Programming A <i>Robot algorithms</i>
Year 3/4	Computing systems and networks <i>The Internet</i>	Computing systems and networks <i>Connecting Computers</i>	Creating media <i>Stop-frame animation</i>	Creating media <i>Audio production</i>	Programming A <i>Sequencing sounds</i>	Programming A <i>Repetition in shapes</i>
Year 5/6	Computing systems and networks <i>Systems and searching</i>	Computing systems and networks <i>Communication and collaboration</i>	Creating media <i>Video production</i>	Creating media <i>Web page creation</i>	Programming A <i>Selection in physical computing</i>	Programming A <i>Variables in games</i>

*Year 6 - Using the microbit for primary to secondary transition

Computing (School Year 2025-26)

Year A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS/Preschool	<p>Since the technology strand was removed from the Understanding the World area of learning, there has been lots of discussion around the place of computing in Early Years Foundation Stage (EYFS). However, computing and technology are still vitally important in EYFS. Computing in EYFS ensures that pupils enter Year 1 with a strong foundation, builds problem-solving abilities, encourages resilience and supports other areas of learning. By integrating computing into EYFS, pupils also begin to build their digital literacy and their understanding of e-safety.</p>					
Year 1/2	<p>Data and information <i>Grouping data</i></p>	<p>Data and information <i>Pictograms</i></p>	<p>Creating media <i>Digital writing</i></p>	<p>Creating media <i>Digital music</i></p>	<p>Programming B <i>programming animations</i></p>	<p>Programming B <i>programming quizzes</i></p>
Year 3/4	<p>Data and information <i>Branching databases</i></p>	<p>Data and information <i>Data logging</i></p>	<p>Creating media <i>Desktop publishing</i></p>	<p>Creating media <i>Photo editing</i></p>	<p>Programming B <i>Events and actions in programs</i></p>	<p>Programming B <i>Repetition in games</i></p>
Year 5/6	<p>Data and information <i>Flat-file databases</i></p>	<p>Data and information <i>Introduction to Spreadsheets</i></p>	<p>Creating media <i>Introduction to vector graphics</i></p>	<p>Creating media <i>3D Modelling</i></p>	<p>Programming B <i>Selection in quizzes</i></p>	<p>Programming B <i>Sensing movement</i></p>

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EYFS Idea/Concepts Linked to Computing

1. Building a strong foundation

Computing in EYFS doesn't have to mean creating a PowerPoint, or writing a Word document! It can be unplugged activities which don't use a computer. It can also be activities which familiarise pupils with technology they may use more formally in KS1. For example, computing in EYFS may look like taking photos with a tablet, tinkering with a Bee-bot, doodling on an iPad or including an old keyboard in the role play area.

2. Building problem solving skills

Computing activities, especially those involving computational thinking, build problem solving skills. Pupils learn to break problems down into smaller pieces and focus on the important facts. They take big problems and turn them into smaller ones which can be solved. These problem-solving skills support pupils across the domains of the EYFS framework.

3. Encouraging resilience

Computing tasks often require persistence to find a solution. There can be an element of trial and error, or tasks can need debugging. This process helps children develop their resilience as they learn to keep trying until they find a solution.

4. Supporting other areas of learning

Technology can give a helping hand to other areas of learning. Using a drawing app like Doodle Buddy the Notes app on iPads can help develop fine motor skills, while educational games can reinforce numeracy and literacy skills. Computing activities often require children to follow instructions and explain their thinking, which is great for building communication skills. Plus, computational thinking activities also include pattern spotting and logical thinking, which are important mathematical skills.

5. Developing digital literacy

In this technological age, digital literacy is becoming an absolutely fundamental skill for all. Introducing computing in EYFS helps children get to grips with technology from a young age, preparing them for a world where digital skills are essential. Plus, it's a great way to teach early e-safety, ensuring pupils can use tech safely both in and out of school.

In conclusion, while the EYFS framework may no longer explicitly include technology, it remains a vital tool for delivering a well-rounded education. By integrating computing into early years education, we can equip our children with the skills they need to navigate the digital world confidently and safely.