Computing overview

| EYFS | Computing is not explicitly mentioned in the EYFS statutory framework.

The non-statutory guidance birth to 5 includes the following objectives for technology:
**Range 5:**
• Knows how to operate simple equipment e.g. turns on CD player, uses remote control, can navigate touch-capable technology with support.
• Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets.
• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.
• Knows that information can be retrieved from digital devices and the internet.
• Plays with a range of materials to learn cause and effect, for example makes a string puppet using dowels and string to suspend the puppet.

Range 6

• Completes a simple program on electronic devices.
• Uses ICT hardware to interact with stage or age-appropriate computer software.
• Can create content such as a video recording, stories, and/or draw a picture on screen.
• Develops digital literacy skills by being able to access, understand and interact with a range of technologies.
• Can use the internet with adult supervision to find and retrieve information of interest to them. |

	Autumn 2	Spring 2	Summer 2
Year 1	**Uses of technology** – we are digital artists	**Uses of technology** – we are publishers	**Coding** – we are treasure hunters
Year 2	**Coding** – we are astronauts	**Uses of technology** – Stop motion animation	**Uses of technology / E-Safety** – We are safe researchers
Year 3 (Cycle A)	**Uses of technology** – We are who we are. (PPT narration)	**Coding** – We are Programmers	**Uses of technology** – We are co-authors (popplet)
Year 4 (Cycle B)	**Coding** – We are software developers	**Uses of technology** – We are musicians	**Uses of technology** – We are meteorologists.
Year 5	**Uses of technology** – We are adventure gamers	**Coding** – We are game developers	**Uses of technology** – We are web developers
Year 6	**Coding** – We are Toy makers	**Uses of technology** – We are connected	**Uses of technology** – we are publishers

	Coding
	Uses of technology
	Digital Media