

Computing at New Hartley First School

Intent Statement:

To raise the profile and understanding of the Computing curriculum and how it impacts the wider curriculum. To give pupils the means to develop progressive skills in computational thinking, digital literacy and understand the role computing plays in everyday life.

Early Years links to	Computing					
Nursery 3-4 year old		Reception		End of Reception assessment ELG		
PSED		PSED		PSED - Managing Self		
 Remember rules without needing an adult to remind them. Physical Development Match their developing physical skills to tasks and activities in the setting. Understanding the World Explore how things work. 		 Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of 'screen time'. Physical Development Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Expressive Arts and Design Explore, use and refine a variety of artistic effects to express their ideas and feelings. 		 Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly. Expressive Arts and Design - Creating with Materials Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 		
Computing in EYFS	at New Hartley					
Autumn What technology do we have at home? What technology do we have at school? How does it work? Buttons, wind up Using ipads - apps		Spring What technology do we have at home? What technology do we have at school? How does it work? Buttons, wind up Using ipads - apps		Summer Chrome books - Summer?		
Digital Literacy		Digital Literacy		Digital Literacy		
Digiducks Big Decision	Digiducks Famous Friend	Smartie the Penguin	Smartie the Penguin Story B	Recap Digiducks big decision School policy - Zip it, Block it, Flag it	New Hartley ESaftey rules - reinforce and know	

	Computing in Year 1 to Year 4 at New Hartley										
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2					
Year 1	Technology Around Us	Digital Painting	Digital Writing	Grouping Data	Making a Robot	Introduction to Animation					
Year 2	IT Around Us	Digital Photography	Making Music	Pictograms	Algorithms	Introduction to Quizzes					
Year 3	Connecting Computers	Stop Frame Animation	Desktop Publishing	Branching Databases	Sequence in Music	Events and Actions					
Year 4	The Internet	Audio Editing	Photo Editing	Data Logging	Repetition in Shapes	Repetition in Games					