Barnes Farm Infant School

Building Futures
Inspiring Success

Computing Curriculum Map

		EYFS	Year 1	Year 2
Autumn 1		• E-Safety	• E-Safety • To identify the parts of a computer. • To log on and off.	• E-Safety • To develop typing skills. • To create and present a Power Point – include images and text.
Autumn 2		• To understand that keyboards and mouse are tools to navigate a computer. • To use a simple art package.	• E-Safety • To begin to use a variety of tools in an art package. • To save and retrieve work using folders.	• E-Safety • To write simple algorithms (unplugged and using BeeBots). • To debug and improve an algorithm.
Spring 1		• E-Safety • To understand that devices respond to commands (using BeeBots).	• E-Safety • To understand that cameras capture an image. • To begin to frame an image.	• E-Safety • To develop typing skills. • To alter documents by changing font size and type. • To use a variety of tools in an art package.
Spring 2		• To begin to use the internet to search for images.	• E-Safety • To begin to use the internet to access information. • To understand that algorithms are a sequence of step by step instructions.	• E-Safety • To use a series of still images to create an animation. • To use music to an animation and consider the effect.
Summer 1		• E-Safety	• E-Safety • To begin to develop typing skills.	• E-Safety • To use the internet to answer specific questions (research).

		• To begin to understand that cameras can take still or moving images.	• To communicate using word processing.	• To communicate digitally (email, blogs, vlogs).
Summer 2		• E-Safety • To use a computer representation and make choices within the activity (coding games).	• E-Safety • To use the internet to search for images. • To add images to documents.	• E-Safety • To write simple algorithms using a software package (Scratch Jnr)