Computing curriculum overview

- <mark>Computer Science</mark> - Understanding data representations and structures; algorithms, programming and coding.
- <mark>Information Technology</mark> - The knowledge to create digital artifacts such as animations and 3D models. Providing knowledge of how technology is used in society and by specific sectors of it. The advantages of using digital methods to collate and share information.
- <mark>Digital Literacy</mark> - Knowledge of how to use digital technologies safely and effectively including creation, retrieval and sharing of information and other digital media.

Key: **Digital literacy**   **Computer Science**   **Information technology**

Year group / term	Autumn	Spring	Summer
EYFS	Internet safety. Coding – use of Beebots (simple instructions and debugging). Using technology (iPad to take photographs), how to use a laptop and a mouse pad. Technology in the role play areas and within other areas of the curriculum: torches, calculators, keyboards, stop watches and phones.		
1	Online Safety & Exploring Purple Mash Grouping and sorting Pictograms	Lego builders Technology outside school	Coding Spreadsheets
2	Coding Online safety	Questioning Effective searching	Creating Pictures Spreadsheets