Age Phase	Year Group	EYFS areas of learning and development		Main EYFS/National Curriculum Focus
EYFS	Reception	Personal, Social and Emotional Development		• Remember rules without needing an adult to remind them. • 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'. • 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.
		Physical Development		• Match their developing physical skills to tasks and activities in the setting. • Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
		Understanding the world		• Explore how things work.
		Expressive arts and design		• Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
		Topic	**Computing Strand**	**National Curriculum Focus**
Key Stage 1	Year 1	Lego Builders	Computer science	• understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs
		Maze Explorers		
		Grouping and sorting		
		Coding		
		Animated Story Books	Information Technology	• use technology purposefully to create, organise, store, manipulate and retrieve digital content
		Spreadsheets		
		Pictograms		
	Year 2	Coding	Computer Science	• understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs
		Unplugged Computing		
		Creating Pictures	Information Technology	• use technology purposefully to create, organise, store, manipulate and retrieve digital content
		Making Music		
		Presenting ideas		
		Effective Searching	Digital Literacy	• recognise common uses of information technology beyond school • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies
Lower key Stage 2	Year 3	Coding	Computer science	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
		Graphing	Information Technology	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
		Spreadsheets		
		Touch Typing		
		Simulations		
		Branching Databases		

		Email	Digital Literacy	• use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
	Year 4	Coding Logo Hardware Investigators	Computer Science	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
		Effective Searching	Digital Literacy	• use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
		Animation	Information Technology	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
Upper Key Stage 2	Year 5	Coding Game Creator	Computer Science	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
		3D Modelling Concept Maps Word Processing	Information Technology	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
		Online Safety	Digital Literacy	• use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
	Year 6	Coding Networks	Computer Science	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration
		Quizzing Blogging	Information Technology	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information • understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration