## **COMPUTING - 2. Whole School Coverage**



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Using technology to research topics (ongoing each term). Technology in school and at home.	Information Technology  Experiment with and use a simple paint program  Take a digital photo  Expressive Arts + Design	Computer Science (Programming)  Experiment with and use simple floor robots (BeeBots)  Digital Literacy - E-Safety Whole school focus. Ongoing / revisited in other terms.	Information Technology  Data – simple pictograms / charts  Maths	Information Technology Paint program – introduce wider range of tools / detail Use a keyboard to type their name Literacy	Computer Science (Programming) Programme a simple floor robot - Beebots
Year 1	Digital Literacy PM Unit 1.1: Online Safety and Exploring Purple Mash (4)  Information Technology PM Unit 1.2: Grouping and Sorting (2) Maths	Computer Science (Programming) Revisit – Beebots (1) PM Unit 1.4: Lego Builders (3)	Computer Science (Programming) PM Unit 1.5: Maze explorers (4)  Digital Literacy - E-Safety Whole school focus. Ongoing / revisited in other terms.	Information Technology PM Unit 1.6: Animated Story books (5) English / Arts	Computer Science (Programming) / Information Technology PM Unit 1.7 Coding (6)	PM Unit 1.9: Technology Outside school (2)
Year 2	Computer Science (Programming) PM Year 2 Coding Units  Digital Literacy Online Safety (taught through recap sessions on logging on etc and though coding topic).	Information Technology Word Document - Create a factsheet on Word (e.g. History - significant people). Skills focus: Ig on, save and open documents on One Drive. type (using space bar, shift key for caps letter, full stop). use different tools in Word. Insert images.	Digital Literacy - E-Safety Whole school focus. Ongoing / revisited in other terms.	Information Technology PowerPoint – Create a PowerPoint presentation (e.g. Science – habitats) Learn how to: • recap logging on, saving and opening documents on One Drive. • embed typing skills (introduce question mark, exclamation marks). • learn how to use different tools in PowerPoint.  Linked PM units (selected parts to support the above): Information Technology / Digital Literacy PM Unit 2.5: Effective Searching Information Technology PM Unit 2.8: Presenting Ideas	Information Technology Paint Program – Treasure Island Art/Artists	Computer Science (Programming) PM Year 2 Coding Units, followed by  If appropriate: Begin to explore different stages and elements of 'Scratch'. (used at RMJ).  NB: To be planned in liaison with Year 3 teachers at RMJ, where possible, to support continuity and progression next year.