

At Lantern Lane Primary and Nursery School, we value Computing. We aim to prepare our children for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever-changing digital world. Knowledge and understanding of ICT is of increasing importance for children's future both at home and for employment. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. These strands are revisited repeatedly through a range of themes during children's time in school to ensure the learning is embedded and skills are successfully developed. Our intention is that Computing also supports children's creativity and cross curricular learning to engage children and enrich their experiences in school.

LLPS Computing Curriculum Overview

	Autumn	Spring	Summer
EYFS F1	Operate toys and buttons using remote controls Take photos using a digital device	What things work on their own – what items have to be programmed? How do we make them work? Use learning apps across the curriculum	E-Safety Use websites to find information
F2	What are the parts of a computer? Take and upload a picture	Mouse Control e-Safety Chatterpix	Digital art Introduction to coding
Y1	Text and images Beebots - programming	Programming – code.org Mouse and keyboard skills	Digital art Music creation
Y2	Comic creation Programming – Daisy Dino	eBook creation Programming progression – Scratch Jr	Animation Game creation
Y3	Digital Art Scratch programming	Programming diversity – Kodu	Document editing Progression in Game creation
Y4	Programming – Progression in Scratch App design	Internet research iMovie	Data handling (Excel) Animation
Y5	Understanding computer networks and digital systems and text based programming Progression in data handling	Music Creation Development of Scratch – sequencing, repetition, iteration, variables, outputs and inputs	3D Design Development of eBook creation
Y6	History of Code Programming with Python Budget planning with Excel	Virtual Reality Binary Code	Web design HTML web programming