Computing Pathway Year A Year EYFS 1 - 6

Remember rules without needing an adult to remind them. Match their developing physical skills to tasks and activities in the setting. Solve real world mathematical problems with numbers up to 5. Discuss routes and locations, using words like 'in front of' and 'behind'. Notice and correct an error in a repeating pattern. Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then. Explore how things work.

EYFS – RECEPTION

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'. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Count objects, actions and sounds. Link the number symbol (numeral) with its cardinal number value. Select, rotate and manipulate shapes to develop spatial reasoning skills. Continue, copy and create repeating patterns. Expressive Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Year 1 and 2

- Information Technology around us
- Digital Photography
- Robot Algorithms
- Pictograms
- Computer network and systems
- Programming quizzes
- Making Music

Year 3 and 4

- Creating Media (photo editing)
- Programming A (repetition in shapes)
- Creating Media (audio editing)
- Data and Information (Data logging)
- Programming B (Repetition in games)

Year 5 and 6

- Computing Systems and networks Communication and Collaboration.
- Creating Media – Web page Creation.
- Programming A Variables in Games.
- Data and Information Introduction to spreadsheets.
- Creating Media 3D Modelling.
- Programming B Sensing Movement.