Computing 2 Year Plan						
Themes	This Is Me I Belong	Let's Celebrate Important People	Amazing Africa Wonderful Weather	New Beginnings Farm to Fork	Holidays Transport	Brilliant Britain Festivals & Carnivals
Pathways	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Pre-foundations Year 1	Deyo	Deyo	Deyo	Deyo	Deyo	Deyo
	Making Relationships B4 BSED Making sense of self B4 BSED	Making Relationships B4 BSED Making sense of self B4 BSED	Cause & Effect: Uses a switch for a purpose B4 Technology	Cause & Effect: Seeks to acquire basic skills in turning on & operating some digital equipment e.g. radio B4 Technology	Cause & Effect: Shows interest in toys B3 Technology	Cause & Effect: Creating an effect using a touch screen (immersive) B3 Technology
Pre-foundations Year 2	Deyo	Deyo	Deyo	Deyo	Deyo	Deyo
	Investigate Low Technology: Plays with and transports water using equipment B4 Technology	Investigate Low Technology: Plays with water to investigate 'low technology' B4 Technology	Cause & Effect: awareness of repeated sounds, sights and actions B3 Technology Communication & Language Understanding (Cross Circular) B4 Identifies action words by following simple instruction	Cause & Effect: Seeks to acquire basic skills in turning on & operating some digital equipment B4 Technology	Cause & Effect: Operates mechanical toys B4 Technology	Cause & Effect: Creating an effect using a touch screen (smartboard / paint package) B3 Technology
Foundations Year 1	Engagement model	Engagement model	Engagement model	Engagement model	Engagement model	Engagement model
	Self & Emotions: awareness Develop an awareness of emotions F1 Indicates a personal need e.g. toilet / drink	Self & Emotions: regulation Develops personal ability & awareness to regulate F1 Explores a new environment away from members of staff	Functional Movement: Gross Motor Skills Develops co-ordination F2 uses preferred hand when exploring objects e.g. threading, play dough, mark making (preferably objects with buttons/switches)	Sensory Develops an awareness of sound F1 makes a variety of noises in response to a picture e.g. sees car says vroom	Communication: attention skills Develop single and joint attention skills F2 demonstrates anticipation when specific equipment is distributed e.g. iPad, smartboard	Communication: Attention skills Develop single and joint attention skills F2 follows simple commands with appropriate responses F2 completes a simple task
Foundations Year 2	Engagement model	Engagement model	Engagement model	Engagement model	Engagement model	Engagement model
	Making Connections: cognitive Develops interactions with others F3 communicates 'me' and 'mine' to identify possession	Functional Movement: Fine Motor Skills Fine Motor manipulation F2 stacks cups with assistance F2 builds a tower of 7 bricks F2 puts lids on boxes	Making Connections: cognitive Develop exploring & manipulation skills F2 shows basic awareness of cause & effect	Making Connections: cognitive Develop early learning skills F4 Explores pictures on a screen	Communication: Develops Receptive Interaction Skills F2 follows two step instructions	Making Connections: cognitive Develops interactions with others F3 Communicates using positional / functional language

Tiptoes **YEAR 1**	**E-Safety** Follows Instructions POS 2.1 POS 2.2	**E-Safety** Develop understanding of computing & computing equipment - unplugged POS 3.1	**Information & Communication** Begins to track & effect movement on a screen POS 4.1 POS 4.2 POS 4.3 POS 4.4	**Information & Communication** Begins to recognise different media sources POS 3.1	**Computer Science** Begins to show awareness of cause & effect POS 1.1 POS 1.2 POS 1.3 Recognises a range of switches POS 2.1 POS 2.2 POS 2.3 POS 2.4	**Computer Science** Recognises a range of switches POS 2.1 POS 2.2 POS 2.3
Overview	Social interactions Follows visual & auditory Instructions	Unplugged Computing Engaging in unplugged computing activities / equipment.	ICT skills Tracking & making marks on screen (iPad, smartboard, immersive)	Media Sources Recognising familiar people e.g. videos, photos	Using technology for a purpose Cause and effect; following instructions Exploration of a variety of toys with switches Fans, walkie talkies,	Recognition of digital art Digital Art – smartboard, immersive room, whiteboard (exploration of free draw)
Tiptoes **YEAR 2**	**E-Safety** Begins to identify and interact with trusted people POS 1.1 POS 1.2 POS 1.3 POS 1.4 POS 1.5	**E-Safety** Shows understanding of computing and computing equipment - plugged POS 3.1 POS 3.2	**Information & Communication** Demonstrates an understanding of cause and effect; intro. Of keyboard & exploration of switches / awareness that different responses are triggered by pressing and not pressing POS 1.1 POS 1.2 POS 1.3 POS 1.4	**Information & Communication** Begins to recognise different media sources POS 3.2	**Computer Science** Begins to show control over a switch to achieve a desired outcome POS 3.1 POS 3.2 POS 3.3 POS 3.4	**Computer Science** Begins to show control over a switch to achieve a desired outcome POS 3.1 POS 3.2 POS 3.3
Overview	Relationships Begins to identify & interact with people we can trust in school, community & home	Plugged Computing - Using technology for a purpose Using equipment safely	ICT skills Exploration of switches, introduction of keyboard, making marks on a screen (laptop / desktop)	Media Sources Develop auditory skills	Introduction to Programming Exploration of remote control toys	Illustration of digital art Digital Art using technology accurately e.g. colouring on smartboard
Footsteps **YEAR 1**	**E-Safety** Indicates familiar people and begins to interact with them appropriately POS 1.1 POS 1.2 POS 1.5	**E-Safety** Demonstrates a basic understanding of right and wrong POS 2.1 POS 2.2 POS 2.3 POS 2.4 POS 2.5	**Information & Communication** Begins to develop keyboard skills to input information POS 1.3 POS 1.4 POS 1.5 POS 1.6 POS 1.10 POS 1.2	**Information & Communication** Recognises and controls different media sources POS 3.1 POS 3.2 POS 3.3 POS 3.4	**Computer Science** Begins to demonstrate following and inputting simple instructions POS 2.7 POS 2.3	**Computer Science** Demonstrates an understanding of cause and effect POS 1.15 POS 1.16

			POS 2.6	POS 1.3 POS 1.8		
Overview	Social Interactions Develop understanding of self and social interactions	Unplugged Computing Engaging in unplugged activities linked ZOR, kind and unkind actions and rules of the classroom and school	ICT skills Develops keyboard skills Adding text including numerals using a keyboard	Media Sources Exploring sounds and music	Develop awareness of Programming Human beebots! Following / giving instructions for a specific purpose	Predicting and refining actions (digital art) Recognising that familiar actions produce predictable results Refines actions to produce better results
Footsteps **YEAR 2**	**E-Safety** Indicates familiar people and begins to interact with them appropriately POS 1.1 - continued POS 1.2 - continued POS 1.3 POS 1.4	**E-Safety** Develops understanding of right and wrong POS 2.7 POS 2.8 POS 2.9	**Information & Communication** Begins to develop keyboard skills to input information POS 1.3 (recap) POS 1.6 (recap) POS 1.7	**Information & Communication** Recognises and controls different media sources POS 3.5	**Computer Science** Begins to demonstrate following and inputting simple instructions POS 2.1 POS 2.5 POS 2.2 POS 2.4	**Computer Science** Begins to demonstrate following and inputting simple instructions POS 2.2 POS 2.5 POS 2.6
Overview	Relationships Develop understanding of the rules of relationships / friendships	Plugged Computing Develop understanding of rewards and consequences, how our actions affects others e.g. making posters, anti-bullying activities	ICT skills Develops keyboard skills Using technology for a purpose e.g. computer to create a document including pictures and text with support.	Media Sources Applying skills; e-books, chatta, video / recordings	Develop understanding of Programming Use of beebots, develop understanding of instructions needing to be precise, spotting errors	Applies understanding of programming in different contexts Use of software to develop computing skills e.g. A.L.E.X or Blue Beebot apps
Stepping Stones **YEAR 1**	**E-Safety** Begins to identify ways to stay safe online POS 1.1 POS 1.4 POS 1.7 POS 1.12 POS 1.13	**E-Safety** Identifies ways to stay safe online POS 1.2 POS 1.3 POS 1.11 POS 1.13	**Information & Communication** Begins to apply keyboard skills to convey information POS 2.9 POS 2.13 POS 2.24 POS 2.25 POS 2.26 POS 2.27	**Information & Communication** Begins to demonstrate an understanding of media sources POS 3.1 POS 3.2 POS 3.3	**Computer Science** Demonstrates a basic understanding of algorithms POS 2.10 POS 2.9 POS 2.13	**Computer Science** Applies skills to create a storyboard POS 3.1 POS 3.2 POS 3.3 POS 3.4 POS 3.5 POS 3.6
Overview	Interacting online safety Using the internet and equipment safely	Unplugged Computing A variety of unplugged activities linked to e-safety e.g. informing adults about internet usage, identifying personal information	ICT Skills Developing keyboard skills; caps lock, space bar, deletion button	Media Sources Observing and exploring how data is represented digitally	Develops awareness of Algorithms Recognise devices need switches and gives examples Awareness that precise instructions are needed	Digital art Identifying and creating storyboards
Stepping Stones **YEAR 2**	**E-Safety** Develops ways to stay safe online POS 1.3	**E-Safety** Identifies and develops ways to stay safe online POS 1.11	**Information & Communication** Begins to apply keyboard skills to convey information further POS 2.1	**Information & Communication**	**Computer Science** Demonstrates a basic understanding of algorithms	**Computer Science** Demonstrates a basic understanding of algorithms

	POS 1.5 POS 1.8 POS 1.10 POS 1.11 POS 1.12	POS 1.13 POS 1.1	POS 2.2 POS 2.4 POS 2.5 POS 2.17	Begins to demonstrate an understanding of media sources POS 3.4 POS 3.5	POS 2.1 POS 2.2 POS 2.3 POS 2.4 POS 2.5	POS 2.8 POS 2.12
Overview	Relationships - Online safety Personal safety, stranger danger	Plugged Computing A variety of online games	ICT Skills Applying keyboard skills to create a document using pictures and text	Media Sources Creating ways to represent data digitally	Demonstrates awareness of Algorithms Applies skills to create a simple sequence of instructions to move a floor robot Introduction of the term 'algorithm'	Demonstrates awareness of Algorithms Applies skills to create a simple sequence of instructions / simple piece of code. iPad Apps / SCRATCH JR
Reaching High **YEAR 1**	**E-Safety** Develops ways to stay safe online POS 1.4 POS 1.6 POS 1.10 POS 1.11 POS 1.12 POS 1.13 POS 1.14	**E-Safety** Develops ways to stay safe online POS 1.1	**Information & Communication** Begins to investigate how to use keyboard skills POS 3.4 POS 3.5	**Information & Communication** Begins to investigate how to use keyboard skills POS 3.12	**Computer Science** Develops a basic understanding of algorithms POS 3.1 POS 3.2 POS 3.3 POS 3.4	**Computer Science** Develops a basic understanding of algorithms POS 3.3 POS 3.5 **Information & Communication** Begins to investigate how to use keyboard skills POS 3.3
Overview	Interacting Online safety Managing & sharing personal information, ownership and learning online	Unplugged & Plugged activities Exploration of different sources of information online; understanding some information might not be accurate	ICT Skills Using a search engine and finding relevant information from specific web pages	Creating / Exploring media Pictures, photographs	Develops understanding of algorithms Programming successfully using SCRATCH; understanding precise instructions	Digital Art Exploration of animation and paint packages e.g. Digital colouring of British Flags, Royal Family animations Computer Science Introduction to Hour of Code; programming / debugging
Reaching High **YEAR 2**	**E-Safety** Develops ways to stay safe online POS 1.2 POS 1.3 POS 1.5	**E-Safety** Develops ways to stay safe online in greater depth POS 1.4 POS 1.6	**Information & Communication** Begins to investigate how to use keyboard skills POS 3.1 POS 3.6 POS 3.8	**Information & Communication** Begins to investigate how to use keyboard skills POS 3.2	**Computer Science** Develops a basic understanding of algorithms including debugging POS 3.5	**Computer Science** Develops a basic understanding of algorithms including debugging POS 3.3

	POS 1.7 POS 1.8 POS 1.9			POS 3.7 POS 3.11	POS 3.6 POS 3.7	POS 3.5
Overview	Relationships Online safety – greater depth Personal information, problem solving concerns	Plugged activities A variety of activities involving sharing learning and information	ICT Skills Saving and retrieving work	Creating / Exploring media Sound, videos, auditory	Develops understanding of algorithms Programming successfully (SCRATCH) Debugging	Develops understanding of algorithms Programming successfully using Hour of Code – continuation from introduction in Year 1