

## **EYFS curriculum**

There are no ELG's that are specially related to the computing curriculum, however we understand the importance of building foundations for all subjects in the Early Year. With EYFS our curriculum focuses on:

BeeBots – Coding so that children can describe a route and make interesting pathways , participate in giving each other directions and use recently introduced vocab.

Minimash: An interactive virtual classroom that allows children in nursery and reception to explore, learn and create in a safe online space – this is an independent task set up in the class.

Below are all the ELG's this our curriculum covers and some examples of being used.

Development Matters:

### **Mathematics:**

3 and 4 year olds will be learning to:

- Set up obstacle courses, interesting pathways and hiding places for children to play with freely.
- When appropriate, ask children to describe their route and give directions to each other.

### **Speaking:**

- Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary.
- Offer explanations for why things might happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems when appropriate;

### **Self-Regulation:**

- show an ability to follow instructions




### **People, Culture and Communities:**

- explore environment linked to 'maps'

### **Characteristic of Effective Learning:**

- **Playing and Exploring:** Plan and think ahead about how they will explore or play with objects.
- **Active Learning:** Keep on trying when things are difficult.
- **Creating and Thinking Critically:** Review their progress as they try to achieve a goal. Check how well they are doing.

Year 1	Autumn 1 Online safety 1.1	Autumn 2 Coding 1.2/1.4	Spring 1 1.8 Spreadsheets	Spring 2 1.3 Pictograms	Summer 1 1.6 Animate story books	Summer 2 1.7 Coding
Programmes used	Avatar creator Paint projects Writing templates 2Count (Pictograms) 2Emplore (music)	2quiz Paint projects Writing templates	2Calculate	2 Connect (mind map) 2 Count (pictograms)	2Create a story	2 Code
Cross curricular	E-safety		Math	Math	Literacy	
Year 2	Autumn 1 Online safety 2.2	Autumn 2 Coding 2.1	Spring 1 2.3 Spreadsheets	Spring 2 2.4 Questioning	Summer 1 2.6 Creating pictures	Summer 2 2.7 Making music
Programs used	Writing templates Display boards 2Respond (2Email)	2Code	2Calculate	2Question(Binary database) 2Calculate (spreadsheet) 2Investigate (database)	2Paint a Picture Writing templates	2Sequence (Music)
Cross curricular	E-safety		math	math	art	music
Year 3	Autumn 1 3.2 Online safety	Autumn 2 3.1 Coding	Spring 1 3.4 Touch typing	Spring 2 3.6 Branching databases	Summer 1 3.5 Email - safety included	Summer 2 3.7 Simulations
Programs used	2Connect (mind map) 2Blog (blogging) Writing templates Displayboards	2Code	2Type	2 Questions (Binary database)	2Email	2Simulate Writing templates
Cross curricular	E-safety		Math		E-safety	
Year 4	Autumn 1 4.2 Online safety	Autumn 2 4.1 Coding	Spring 1 4.4 Writing for different audiences	Spring 2 4.5 Logo	Summer 1 4.7 effective search engines.	Summer 2 4.9 Making music
Programs used	2Connect (Mind map) 2Publish Plus Displayboards	2Code	Writing templates 2Simulate 2Connect (Mind map) 2Publish Plus	2Logo (text-base coding)	Search browsers online	Busy beats 2Sequence Writing templates
Cross curricular	E-safety		Literacy		Math	Music
Year 5	Autumn 1 5.2 Online safety	Autumn 2 5.1 Coding	Spring 1 5.5 Game creator	Spring 2 5.3 Spreadsheets	Summer 1 5.6 3D modelling	Summer 2 5.7 Concept Maps
Programs used	2Publish Plus Writing templates Displayboards 2Connect (Mind map)	2code	2DIY 3D Writing templates 2blog (blogging)	2Calculate	2Design and make Writing Templates	2 Connect (Mind maps)
Cross curricular	E-safety		Math		Design Technology	
Year 6	Autumn 1 6.2 Online safety	Autumn 2 6.3 Spreadsheets	Spring 1 6.4 Blogging	Spring 2 6.1 Coding	Summer 1 6.7 Quizzing	Summer 2 6.5 Text adventure
Programs used	2DIY 3D 2DIY 2Code 2Blog (Blogging)	2Calculate	2 Blog (blogging)	2code	2DIY 2Quiz Text Toolkit	2Code 2Connect Writing templates
Cross curricular	E-safety	Math	Literacy		Literacy	Literacy

 Digital literacy - online safety  
 Information technology - using a range of computer programs.  
 Coding