



Thames Ditton Infant School

Computing Curriculum Overview

We are digital citizens for the future - responsible and creative

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS: Reception	Barefoot Computing: Awesome Autumn Concepts & Approaches: <i>Creating, Pattern, Logic, Algorithms, Decomposition, Collaborating</i>	Barefoot Computing: Winter Warmers Concepts & Approaches: <i>Algorithms, Creating, Collaboration, Decomposition, Tinkering, Persevering</i>		Barefoot Computing: Springtime Concepts & Approaches: <i>Abstraction, Tinkering, Creating, Collaborating, Algorithms, Persevering, Decomposition</i>	Busy Things - The Natural world activities	Barefoot Computing: People who help us Concepts & Approaches: <i>Algorithms, Collaboration, Persevering, Creating, Pattern, Logical reasoning, Tinkering, Abstraction</i>
Year 1	Computing systems and networks: Technology around us <i>Recognising technology in school and using it responsibly</i>	Creating media: Digital painting: <i>Choosing appropriate tools in a program to create art, and making comparisons with working non digitally</i>	Programming A: Moving a robot <i>Writing short algorithms and programs for floor robots, and predicting program outcomes</i>	Data and information: Grouping data <i>Exploring object labels, then using them to sort and group objects by properties.</i>	Creating Media: Digital writing <i>Using a computer to create and format text, before comparing it to writing non-digitally.</i>	Programming B: Programming animations <i>Designing and programming the movement of a character on screen to tell stories</i>
Year 2	Computing systems and networks: Information technology around us <i>Identifying IT and how its responsible use improves our world in school and beyond</i>	Creating media: Digital photography <i>Capturing and changing digital photographs for different purposes.</i>	Programming A: Robot algorithms <i>Creating and debugging programs, and using logical reasoning to make predictions.</i>	Data and information: Pictograms <i>Collecting data in tally charts and using attributes to organise and present data on a computer.</i>	Creating Media: Making music <i>Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.</i>	Programming B: Programming quizzes <i>Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</i>