Computing – Year F Long Term Plan / Progression of Knowledge and Skills

https://www.kapowprimary.com/subjects/computing/eyfs/

This has been taken from Kapow's Primary's EYFS scheme which has been updated to reflect the 2021 updated Statutory framework.
The domains link with KS1 and KS2 domains in computing to provide consistency and a foundation to develop crucial skills.

Key: L = Lesson

Week	Autumn 1 Online Safety	Autumn 2 Computing Systems and Networks 1	Spring 1 Programming1	Spring 2 Computing Systems and Networks 2	Summer 1 Programming 2	Summer 2 Data Handling
1		L1: Learning the main parts of a computer	L1: Following instructions

The class follow instructions as part of practical activities and games. | L1: Exploring hardware tinker tray

Pupils explore and tinker with different hardware and are introduced to relevant vocabulary (camera, ipad, beebot, mouse. Keyboard, joystick, speaker, headphones. USB stick etc) | L1: Understanding arrows

Children learn the meaning of directional arrows and follow a simple sequence of instructions. | L1: Loose parts play

Children sort and categorise objects |
| 2 | L1: DigiDucks Rules

Learning rules on how to use the computers safely | L2: Keyboards

Learning what a keyboard is and how to locate relevant keys (Name letter keys and Spacebar) | L2: Giving simple instructions

Children guide a partner through an obstacle course to develop understanding of giving simple instructions | L2: Real world tinker tray

Children explore and tinker with hardware and identify where technology is used in places that they are familiar with e.g schools | L2: Introducing Bee-Bots

Children experiment with programming a Bee-Bot and tinker with hardware to develop familiarity and introduce relevant vocab | L2: Sorting ourselves

Children sort themselves into groups based upon given categories before undertaking this activity independently |
| 3 | L2 – DigiDuck's Big Decision

Learning about how to be a good friend to others on the internet | L3: How to log into Purple Mash

Learning how to log in and out. | L3: Dressing up instructions

The children follow instructions as part of a dressing up game and give simple instructions. | L3: Pictures of play

Children learn to operate a basic camera to take photographs of their independent play | L3: Simple Bee-Bot programming

Children experiment with programming a bee-bot and to learn how to give simple commands. | L3: Yes or No?

Children respond to yes/no questions as an introduction to branching databases |

4	L3 – DigiDuck's Famous Friend Learning about making personal information safe online	L4: Mouse Control Learning what a mouse is and developing control when using a mouse	L4: Debugging instructions Children follow instructions as part of a practical activity and to learn to debug when things go wrong (e.g. handwashing activity or painting)	L4: Picture walk Children further develop their photography skills, taking photographs of their discoveries on a walk around school	L4: Understanding algorithms (not necessarily with Bee-Bots Children follow an algorithm as part of an unplugged game and learn to debug instructions when things go wrong	L4: Creating a branching database Children learn branching databases through physical sorting and categorising
5	L4 – DigiDuck and the Magic Castle Learning about how to stay safe gaming online	L5: Mouse Control – clicking Developing basic mouse skills, inclusing moving and clicking and using an online paint tool (Purple Mash)	L5: Predictions Pupils learn that an algorithm, is a set of instructions to carry out a task in a specific order. They use logical reasoning to read simple instructions and predict the outcome.	L5: Class photo album Working with an adult, children to take selfie photographs to create a classroom display/album	L5: Programming a Bee-Bot The children experiment with programming a Bee-Bot and learning how to give simple commands The children learn how to debug instructions with the help of an adult, when things go wrong	L5: Exploring pictograms Children learn to interpret a basic pictogram
6	L5 – DigiDuck Saves the Day Children learn more about being safe online	L5: Mouse Control – clicking Developing basic mouse skills, inclusing moving and clicking and using an online paint tool (Purple Mash)				
7	L6 – Stop Close Tell Learning to tell an adult if something online upsets them or worries them	L6: Mouse Control – click and drag Further developing basic mouse skills, including drag and click (Poisson Rouge / Purple Mash)				