Computing at Oakmeadow

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Barefoot Planning FS1	**Awesome Autumn** These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches. Leaf labyrinth Garlands galore **Winter Warmers** These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches. Scarves for Snowmen Feed The Birds		**Springtime** Springtime provides an environment that gives good opportunities for developing language of directions: e.g. navigating mazes or routes using their own bodies or toys, using forwards / backwards / left / right to describe position, and giving and receiving instructions for everyday tasks. Make links with spring themes of animals and their young by providing related books / rhymes / songs. Springtime - Junk Scarecrow Springtime - Seed Sequencing Springtime - Rabbit Run		**Summertime Fun** Children will learn how to combine, turn and place shapes to create familiar seaside features. Provide an opportunity to prompt the child when objects need flipping or rotating and model how to problem solve. Question children about why the items are placed, organised and arranged to create a picture. Get creative and recount their journey using models, characters and toys to develop their maps. Children will be encouraged to talk about the position of objects on the map and develop their speaking and explanation skills needed for the task. Colourful Collections Journey Seaside Tangrams	
EYFS Barefoot planning FS2	**All about me** Barefoot - Busy Bodies How can I sort items in different ways? How can I sequence objects? Why is it important to sequence? Provides four activities that help children discover how bodies move and grow. Using the resources provided they explore and learn about parts of the body, growth and movement. Simple algorithms are created and adapted to form a routine of movements. Part of our bodies Make bodies	**Once upon a time** Creating Media: digital photography How does technology make things move? What is animation? How can I animate my picture? Use Chatterpix Kids on iPads to take a photo and record information about it or do a simple retelling of a story.	**Barefoot - People who help us** Where can we find patterns? How can we create our own patterns? How can we debug patterns? Three activities based on our everyday superheroes, which have been designed to help pupils develop their computational thinking skills. Create patterns on a police car, guide a delivery person to their destination and design a uniform for a firefighter! Delivery day Pattern Patrol Firefighter Fun	**Grouping Data - J2E** How can we sort objects in different ways? What is a chart? How can we use pictures to show our data? How can we present simple data on a digital device? Carry out a simple survey and record on J2E 2graph. Sort or group items and record over a digital image or video explaining what has been done.	**Programming A: Exploring how things move** What are instructions? How can we give effective instructions? How do robots use instructions? How can we create an algorithm for the robot? Unplugged exploring a range of programmable floor robots. Children to have access in continuous provision to explore cause and effect. https://rb.gy/bddg2d	**We are Scientists** Barefoot - Super Space How can technology help us in our lives? What is an algorithm? How can we create algorithms? Includes creating algorithms to direct a rocket through space and spotting patterns in pictures of aliens. Space Chase Build a Rocket Amazing Aliens
DIG LIT	Self-Image and Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Health, Well-Being and Lifestyle

For Barefoot Resources for EYFS: Early Years | EN | Barefoot Computing.

For National Centre for Computing Education (NCCE) resources by year group and unit title: https://teachcomputing.org/curriculum

For Education for a Connected World (EFACW) Digital Literacy resources by year group and unit title: https://projectevolve.co.uk/toolkit/resources/years/

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Year 1 NCCE	Computing Systems and Networks Technology Around Us	Creating Media Digital Painting	Programming A Moving a Robot	Data and Information Grouping Data	Creating Media Digital Writing	Programming B Programming Animations
DIG LIT EFACW	Privacy and Security	Copyright and Ownership	Self-Image and Identity	Online Relationships	Online Reputation	Online Bullying
Year 2 NCCE	Computing Systems and Networks IT Around Us	Creating Media Digital photography	Programming A Robot Algorithms	Data and Information Pictograms	Creating Media Digital Music	Programming B Programming Quizzes
DIG LIT EFACW	Managing Online Information	Health, Well-being and Lifestyle	Privacy and Security	Copyright and Ownership	Self-Image and Identity	Online Relationships
Year 3 NCCE	Computing Systems and Networks Connecting Computers	Creating Media Stop-Frame Animation	Programming A Sequencing Sound	Data and Information Branching Databases	Creating Media Desktop publishing	Programming B Events and Actions in programs
DIG LIT EFACW	Online Reputation	Online Bullying	Managing Online Information	Health, Well-being and Lifestyle	Privacy and Security	Copyright and Ownership
Year 4 NCCE	Computing systems and networks The Internet	Creating Media Audio Production	Programming A Repetition in Shapes	Data and Information Data Logging	Creating Media Photo editing	Programming B Repetition in Games
DIG LIT EFACW	Self-Image and Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Health, Well-being and Lifestyle
Year 5 NCCE	Computing systems and networks Systems and Searching	Creating Media Video production	Programming A Selection in Physical Computing	Data and Information Flat File Databases	Creating Media Introduction to Vector Graphics	Programming B Selection in Quizzes
DIG LIT EFACW	Privacy and Security	Copyright and Ownership	Self-Image and Identity	Online Relationships	Online Reputation	Online Bullying
Year 6 NCCE	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
DIG LIT EFACW	Managing Online Information	Health, Well-being and Lifestyle	Privacy and Security	Copyright and Ownership	Self-Image and Identity	Online Relationships

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