



Computing Overview—2023-2024

Year Group	Autumn Term Computer Science	Spring Term Digital Literacy	Summer Term Information Technology
Cubs	<p>Communication and Language</p> <ul style="list-style-type: none"> Copy what adults do, taking ‘turns’ in conversations (through babbling) and activities. Try to copy adult speech and lip movements Listen and respond to a simple instruction. Generally focus on an activity of their own choice and find it difficult to be directed by an adult. Start to develop conversation, often jumping from topic to topic. Understand simple questions about ‘who’, ‘what’ and ‘where’ (but generally not ‘why’). 		
Nursery	<p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none"> Remember rules without needing an adult to remind them. <p>Physical Development</p> <ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting. <p>Understanding the World</p> <ul style="list-style-type: none"> Explore how things work 		
Reception	<p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge Know and talk about the different factors that support their overall health and wellbeing (sensible amount of screen time). <p>ELG—Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.</p> <p>Physical Development</p> <ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. <p>Expressive Arts and Design</p> <ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings. <p>ELG—Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>		



Computing Overview—2023-2024

Year Group	Autumn Term Computer Science	Spring Term Digital Literacy	Summer Term Information Technology
Year 1	We are Treasure Hunters Concept: Computer Science	We are Digital Artists Concept: Digital Literacy	We are Publishers Concept: Information Technology
Year 2	We are Astronauts Concept: Computer Science	We are Animators Concept: Digital Literacy	We are Photographers Concept: Information Technology
Year 3	We are Programmers Concept: Computing Science	We are Who We Are Concept: Digital Literacy	We are Opinion Pollsters Concept: Information Technology
Year 4	We are Makers Concept: Computer Science	We are Musicians Concept: Digital Literacy	We are Meteorologists Concept: Information Technology
Year 5	We are Game Developers Concept: Computer Science	We are Web Developers Concept: Digital Literacy	We are Adventure Gamers Concept: Information Technology
Year 6	We are Toy Makers Concept: Computer Science	We are Connected Concept: Digital Literacy	We are Publishers Concept: Information Technology