ICT / Computer Overview 2024 / 2025

EYFS

Throughout their time in EYFS, children develop essential skills in using a variety of technologies and learn how to stay safe online.

Nursery:

Children take their first steps into using technology through initially using portable devices. They explore a range of apps to enhance their learning such as cameras to capture their learning, maps to explore their surroundings and are supported to safely research information under adult supervision.

Reception:

Children complete simple programs on the computer. For example, they access a range of educational games on websites such as 'Phonics Play' and 'Top Marks'.

They regularly interact with age-appropriate computer software, such as 'Active Inspire' on the interactive whiteboard. Here, they explore tools to create images by selecting colours, choosing shapes, and using the undo or erase functions to refine their work.

Children also learn that the internet can be used to retrieve information, and, with adult supervision, they are introduced to research topics of interest through 'Google Search'.

Additionally, children are introduced to tools such as Google Maps, where they can explore the world digitally. They use Google Maps to investigate locations related to their learning, such as where animals live or where different places are in the world. They also explore their own town, identifying familiar places and landmarks, which helps them develop a sense of geography and their local community.

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The children are also taught the key steps for staying safe online using resources like 'Smartie the Penguin'. They learn the importance of talking to an adult if they come across something that makes them uncomfortable or if they are unsure, as well as the actions to take when leaving an app or game.

ICT skills form a pathway into achieving the early learning goals:

Communication & Language	Expressive Arts & Design	Literacy	Physical Development
Expressive Arts & Design	Understanding the World	Mathematics	

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Years 1-2

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Logging on / keyboard skills	Technology outside school (Unit 1.9)	Grouping and sorting (Unit 1.2)	Creating pictures (Unit 2.6)	Spreadsheets (Unit 1.8)	Coding (Unit 2.1)
Exploring Purple Mash (Unit 1.1) Online safety	Lego Builders (Unit 1.4)	Coding (Unit 1.7)		Coding (Unit 1.7 continued)	Online Safety
Effective searching (Unit 2.5)	Online Safety				

Years 3-4

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Keyboard skills / Logging on/Saving work	Word processing	Spreadsheets (Unit 3.3)	Simulations (Unit 3.7)	Graphing (Unit 3.8)	Coding
Touch typing (Unit 3.4)	Online safety (Unit 3.2)	Email (Unit 3.5)	Branching databases (Unit 3.6)		Coding breakdown: Using flowcharts Using Timers If statements Coordinates Code, test & debug Design, code, test and debug
Online safety (Unit 3.2)					

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Year 5

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Keyboard skills Saving & retrieving work	Online Safety (Unit 5.2)	Databases (Unit 5.4) Spreadsheets (Unit 5.3)	3D Modelling (Unit 5.5)	Games Creator (Unit 5.6)	Coding (Unit 5.1) : Coding breakdown: Coding efficiently Simulating a physical system Decomposition & Abstraction Friction and functions Introducing strings
Word processing – writing for a specific audience					Concept maps (Unit 5.7)

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Year 6

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Keyboard skills	Online Safety	Text Adventures	Networks	Understanding binary	Spreadsheets
Coding Coding breakdown: Designing & making a more complex program Using functions Flowcharts & Control Simulations User input	Blogging		Quizzing		Word processing – writing for an specific audience