Curriculum *Subject* Coverage – Deerhurst and Apperley
C of E Primary School - Subject Computing 2022-23
Learning and living as children of God
(Ephesians5:1)(You are God's children whom he loves. Try to be like God)

Year Group	AUT 1	AUT 2	SPR 1	SPR 2	SU 1	SU 2
R	At Deerhurst and Apperley, we have outlined the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters for Reception to match the programme of study for computing.					
Y1/2	Health, Well-being and	Health, Well-being and	Online Reputation	Online Reputation	Copyright and	Copyright and

At Deerhurst and Apperley, we have outlined the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters for Reception to match the programme of study for computing.

The most relevant statements for computing are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Expressive Arts and Design

During the Reception year children working within the expected level will:

Physical Development
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.

Personal, Social and Emotional Development
Managing Self
- 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
- Show resilience and perseverance in the face of a challenge.

Expressive Arts and Design
Creating with Materials
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Curriculum *Subject* Coverage – Deerhurst and Apperley
C of E Primary School - Subject Computing 2022-23
Learning and living as children of God
(Ephesians5:1)(You are God's children whom he loves. Try to be like God)

Project Evolve	<u>Lifestyle</u>	<u>Lifestyle</u>			<u>Ownership</u>	<u>Ownership</u>
	Year 1: I can explain rules to keep myself safe when using technology both in and beyond the home.	Year 2: I can explain simple guidance for using technology in different environments and settings e.g. accessing online technologies in public places and the home environment. I can say how those rules / guides can help anyone accessing online technologies	Year 1: I can recognise that information can stay online and could be copied. I can describe what information I should not put online without asking a trusted adult first.	Year 2: I can explain how information put online about someone can last for a long time. I can describe how anyone's online information could be seen by others. I know who to talk to if something has been put online without consent or if it is incorrect.	Year 1: I can explain why work I create using technology belongs to me I can say why it belongs to me (e.g. 'I designed it' or 'I filmed it"). I can save my work under a suitable title or name so that others know it belongs to me (e.g. filename, name on content). I understand that work created by others does not belong to me even if I save a copy belongs to them	Year 2: I can recognise that content on the internet may belong to other people. I can describe why other people's work
Y1			Unit 1.3 We are painters	Unit 1.4 We are collectors		Unit 1.6 We are celebrating
Y2	Unit 2.1 We are astronauts Programming	Unit 2.2 We are game testers Computational thinking	Creativity	Computer networks	Unit 2.5 We are detectives Communication and collaboration	Productivity

Curriculum *Subject* Coverage – Deerhurst and Apperley
C of E Primary School - Subject Computing 2022-23
Learning and living as children of God
(Ephesians5:1)(You are God's children whom he loves. Try to be like God)

	Ongoing: • use technology purposefully to create, organise, store, manipulate and retrieve digital content. • use technology safely and respectfully, keeping personal information private. (Link to PHSE) identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies (Link to PHSE)		*Ongoing*: • use technology purposefully to create, organise, store, manipulate and retrieve digital content. • use technology safely and respectfully, keeping personal information private. (Link to PHSE) identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies (Link to PHSE)		*Ongoing*: • use technology purposefully to create, organise, store, manipulate and retrieve digital content. • use technology safely and respectfully, keeping personal information private. (Link to PHSE) identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies (Link to PHSE)	
Y3 Y4	Project Evolve Managing Information Online	Project Evolve Health, Wellbeing and Lifestyle	Safer Internet Day	Project Evolve Privacy and Security		Project Evolve Copyright and Ownership
	Computer Science Programming using Scratch and Code.org	Information Technology presenting Data in Spreadsheets (Enterprise)	Computer Science Programming using Scratch and Code.org	Computer Science Programming using Scratch and Code.org	Information Technology presenting work in powerpoint	Computer Science Programming using Scratch and Code.org
Y5 Y6	Digital Literacy Managing Online Information	Digital Literacy Privacy and Security	Digital Literacy Safer Internet Day Tuesday 14th February	Digital Literacy Copyright and Ownership	Digital Literacy Health, Wellbeing and Lifestyle	
	Computer Science Programming Using Scratch	Information Technology Presenting Data Using Spreadsheets	Computer Science Programming Using Scratch Building on skills introduced in Autumn 1	Information Technology Presenting Data Using Spreadsheets	Computer Science Programming Using Scratch Building on skills from Spring Term 1	Information Technology Presenting Information Using Green Screen Filming (linked to Art work on digital media)

This will include Espresso coding