



Prince Avenue Academy and Nursery Computing Curriculum & Overview

EYFS – Year 6 Yearly Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery 2-3	Explore cause-and-effect toys (buttons, lights, sounds). Look at family photographs with adults.	Listen to recorded stories and nursery rhymes.	Explore sound-making toys.	Explore simple interactive toys.	Develop fine motor skills by pressing buttons and turning switches.	Explore technology outdoors (torches, cameras, sound recorders).
Nursery 3-4	Recognise everyday technology in the setting and at home.	Take photographs with support.	Use microphones and voice recorders. Record own voice and listen back.	Begin using programmable toys such as Bee-Bots with adult support.	Use digital cameras to investigate nature and seasonal change.	Discuss how technology helps people at home, school and in the community.
Reception	Identify different types of technology and explain what they are used for. Take photographs independently.	Record stories, instructions and performances using digital devices.	Program Bee-Bots using simple sequences and predict outcomes.	Combine photographs, drawings and writing to create collages	Use digital microscopes, cameras and tablets to record observations of plants, insects and minibeasts.	Understand simple online safety rules and explain how technology helps us learn and communicate.
Year 1	Technology around us	Digital painting	Creating Media - Digital writing	Grouping data	Programming A - Moving a robot	Programming animations
Year 2	Information technology around us	Digital photography	Robot algorithms	Pictograms	Making music	Programming quizzes
Year 3	Connecting computers	Stop-frame animation	Sequencing sounds	Branching databases	Desktop publishing	Events and actions in programs

PRIDE RESPECT INCLUSION NURTURE COURAGE EXCELLENCE



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Year 4	The internet	Audio editing	Photo editing	Data logging	Repetition in shapes	Repetition in games
Year 5	Sharing information	Video editing	Selection in physical computing	Flat-file databases	Vector drawing	Selection in quizzes
Year 6	Internet communication	Webpage creation	Variables in games	Introduction to spreadsheets	3D modelling	Sensing

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