Computing curriculum map: Early Years with links to KS1/Y1

Key concepts (Trust intent/nc) ➡️	Digital literacy (including online safety)	Computer Science	Computers, networks and the WWW	Key driver : Oracy/outdoor learning
KS1 (Y1) Composite knowledge	• use technology purposefully to create, organise, store, manipulate and retrieve digital content • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	• understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • create and debug simple programs • use logical reasoning to predict the behaviour of simple programs	• recognise common uses of information technology beyond school (KS2)	
Early Years Composite knowledge (by end of EYFS)	• Be able to use computers, ipads, ipods, and IWB to perform simple tasks/functions • Understand and begin to use google earth, google maps • Know that we can use the internet/WWW to find info	• Program a beebot to follow a 4 step route • Use directional language • Think logically to solve problems in a range of contexts	• Know that we can use the internet/WWW to find out information • Know that a computer is a machine	

Early Years – key learning experiences (adult led and continuous provision) (component knowledge). Computing Capital in red

	Digital literacy (including online safety)	Computer Science	Computers, networks and the WWW
Reception	Use google earth, google maps – related to texts (No Dinner etc.) Link with Geography) Use the internet to find more information (e.g. about animals, countries) – link with science, geography Youtube - explore things we can't directly	Beebots – program to follow a route, reach a destination Making and following maps (Bear Hunt) Sequencing stories Problem solving – range of contexts – break down into small steps. Predicting	Homework via tapestry – teacher videos and upload responses 'Tinkering time' dismantle computers, keyboards etc. Explore what's inside Remote learning – online storytime with teacher (microsoft teams). Virtual literacy lessons. Online phonics lessons (also digital

	experience – chicks hatching, animals etc Use 'paint' and other programmes on IWB to create pictures (art link) Tapestry – share observations and learning from home and school – with adults, other children and whole class – use to reflect on learning Take own photos and share Use class computers, IWB, ipads – range of functions 'tech' in home corner (role play) – phones, computers, cameras Voice recorders	what will happen in different contexts – construction, water, science etc. Exploring and create patterns – range of contexts – maths, natural etc.	literacy)
Nursery	Explore drawing programmes on IWB Tapestry – share observations and learning from home and school – with adults, other children – use to reflect on learning and develop language (talking about obs) Use ipods, ipads, cameras – range of functions 'tech' in home corner (role play) – phones, computers, cameras Stories at home via tapestry.	Beebots – explore, use buttons to make them move Exploring patterns – range of contexts – maths, natural etc.	Use the internet to find more information – google - (e.g. about animals, countries) Youtube – explore things we can't directly experience – chicks hatching, animals etc.
TWOs	Share photos, tapestry observations 'tech' in home corner (role play) –	Model directional language in a range of contexts	Remote learning – video songs/rhymes/stories

	phones, computers, cameras		
Vocabulary	**Digital literacy (including online safety)**	**Computer Science**	**Computers, networks and the WWW**
		Directional language – forwards, backwards, left, right, turn, sequence, predict, instruction Computer, program	Internet, google, network