Whitehall Nursery 💿 🤮 🚔 🤗

Computing Curriculum Progression - Nursery to Year 2 – 2021/2022

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Why do squirrels hide their nuts? (7 weeks)	The Enchanted Woodland (7 weeks)	Towers, Turrets and Tunnels (7 weeks)	Bright Lights, Big City (6 weeks)	Rio de Vida (5 weeks)	Paws, Claws and Whiskers (7 weeks)
Driver	The Colour Monster by Anna Llenas The Leaf Thief by Alice Hemming (3 weeks)	Tidy by Emily Gravett (4 weeks) TDY Three Billy Goats Gruff (3 weeks)	Rapunzel by Bethan Woollvin (4 weeks) Where is the dragon? (3 weeks)	Katie in London (3 weeks)	Grandad's Island (5 weeks)	The Lion Inside (7 weeks)
Content	Superworm by Julia Donaldson (3 weeks) 1.1 Online Safety & Explor- ing Purple Mash (4 lessons) 1.2 Grouping and Sorting (2 lessons)	1.6 To create a story (5 les- sons)	1.9 Technology outside of school (2 lessons) 1.4 Lego Builders (3 lessons)	1.7 Coding (6 lessons)	1.8 Spread sheets (3 lessons) 1.3 Pictograms (3 lessons)	1.5 Maze Explorers (3 les- sons)
Skills	 1.1 Children will learn how to log in Create an avatar Saving and retrieving Add pictures and text to work (2.2) 	 1.6 Children will learn how to Add media to pic- tures in an e-book Add a background Create their own e- book Copy and paste (2.8) 	1.9 Children will learn how to • identify technology outside of school	 1.7 Children will learn how to Use code to make a program Use objects, actions and events Use the scale proper- ty Plan and make a computer program (2.1) 	 1.8 Children will learn how to Navigate a spread sheet Use images in a spread sheet Use 'move cell' and 'lock' Use the speak and count tools (2.3) 	 1.5 Children will learn how to use direction keys Create and debug ar algorithm (2.1)
	 1.2 Sort objects away and on a computer 		 1.4 to follow and create specific instructions (2.1) 		 1.3 - use a pictogram to record the results of an experiment (2.4) 	
Knowledge	 1.1 Children will know The importance of logging in/out What is an avatar The idea of ownership over their work There is a private online space for their work (2.2) 	 1.6 Children will know What is an e-book and how is it different to traditional books 	 1.9 Children will know examples of technol- ogy inside and out- side of school 	 1.7 Children will know What are instructions What is code and why do we use it What are objects, actions and events and how do we use them (2.1) 	 1.8 Children will know what is a spread sheet Why do we use spread sheets Vocabulary related to spread sheets (2.3) 	 1.5 Children will know how to create a successful algorithm The importance of precision when writing algorithms (2.1)
	 How to sort based on different criteria's 		 1.4 Why we follow in- structions How the order of instructions influ- ences the outcome (2.1) 		 1.3 that data can be represented using pictures (2.4) 	

KEY				
Computer Science	Information Technology	Digital Literacy		
Links forward in the curriculum	Links back in the curriculum			

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	Autumn 1	<u>Autumn 2</u>	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	There's something out there (8 weeks)	The Scented Garden (7 weeks)	Dinosaur planet (6 weeks)	Wriggle and Crawl (6 weeks)	Muck, Mess and Mixture (6 weeks)	Beachcombers (7 weeks)
Driver	Beegu By Alexis Deacon	The Lonely Beast by Chris Judge	The Girl and The Dinosaur By Hollie Hughes	Little Red By Bethan Woolvin	The Magic Paintbrush By Julia Donaldson	The Secret of Black Rock by Joe Todd Stanton
Content	2.2 Online Safety (3 lessons)	2.1 Coding (6 lessons)	2.8 Presenting Ideas (4 les- sons)	2.6 Creating pictures (5 les- sons)	2.4 Questioning (5 lessons)	2.3 Spread sheets (4 lessons)
	2.5 Effective Searching (3 lessons)				2.7 Making Music (3 lessons)	
Skills	 2.2 Children will learn how to Refine a search Share work digitally (1.1) Open and send simple emails Identify the steps to keep personal infor- mation and hardware safe (1.1) 	 2.1 Children will learn how to Create a program with a given design (1.4) Design an algorithm with a timed sequence (1.4) To debug simple programs (1.5) 	 2.8 Children will learn how to make a quiz about a story or class topic.(1.6) make a fact file on a nonfiction topic.(1.6) make a presentation to the class. (1.6) 	 2.6 Children will learn how to recreate art using different templates on 2Paint a Picture. Create original work inspired by the artists you have focussed on previously online. 	 2.4 Children will learn how to use yes/no questions to separate information construct a binary tree to separate different items. (1.2) use a database to answer more complex search questions. (1.2) use the Search tool to find information. 	 2.3 Children will learn how to Cut, copy and paste shortcuts on 2Calculate Use totalling tools To solve a simple puzzle To add and edit data in a table layout To use data to create a block graph (1.3;1.8)
	 2.5 Break down the steps of online searching to then teach someone else how to do it 				 2.7 add sounds to a tune to improve it. upload a sound from a bank of sounds into the Sounds section. record their own sound and upload it into the Sounds section. create their own tune using the sounds which they have added to the Sounds section. 	
Knowledge	 2.2 Children will know The impact of work being shared globally on the internet (1.1) How to talk to people online (the same as if we were face to face) What a digital footprint is How to think critically about work we share online (1.1) 	 2.1 Children will know what a collision detection event is That an algorithm follows a sequence (1.4) Why programs need to be tested and debugged (1.5) 	 2.8 Children will know how a story can be presented in different ways. (1.6) How to present information to an audience 	 2.6 Children will know What 'digital art' is and how it is different to physical art How to use different templates to create different styles of art. 	 2.4 Children will know That the information provided on pictograms is of limited use beyond answering simple questions (1.2) More appropriate ways of displaying different types of data (1.2) 	 2.3 Children will know how to use a spread sheet to solve puzzles and play games The many capabilities of spread sheets (1.8)
	 2.5 the terminology associated with the Internet and searching. 				 2.7 how music can be used to express feelings and create tunes which depict feelings. How music can be created not using traditional instruments 	

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