

The Three Schools Computing Curriculum Map (EYFS)

	Autumn	Spring	Summer	
EYFS	Computing systems + networks Using a computer 1. Learning what a keyboard is and how to locate relevant keys 2. Learning to log in and out 3. Learning what a mouse is and developing control when using a mouse 4. Developing basic mouse skills, including moving and clicking, and using an online paint tool 5. Further developing mouse skills, to include click and drag	Programming 1 All about instructions 1. The class follow instructions as part of practical games and activities 2. Children guide a partner through an obstacle course to develop an understanding of giving simple instructions 3. The children follow instructions as part of a dressing-up game and learn to give simple instructions 4. Children follow instructions as part of a practical handwashing activity and learn to debug when things go wrong 5. Pupils learn that an algorithm is a set of instructions to carry out a task, in a specific order. They use logical reasoning to read simple instructions and predict the outcome	Programming 2 Bee-Bots 1. Children learn the meaning of directional arrows and follow a simple sequence of instructions 2. Children experiment with programming a Bee-Bot and tinker with hardware to develop familiarity and introduce relevant vocabulary 3. Children experiment with programming a Bee-Bot and learn how to give simple commands 4. Children follow an algorithm as part of an unplugged game and learn to debug instructions when things go wrong 5. Children experiment with programming a Bee-Bot and learning how to give simple commands. They learn how to debug instructions, with help from an adult, when things go wrong.	Data handling Intro to data 1. Children sort and categorise objects 2. Children sort themselves into groups based upon given categories before undertaking this activity independently 3. Children respond to yes/no questions as an introduction to branching databases 4. Children learn branching databases through physical sorting and categorising 5. Children learn to interpret a basic pictogram