



Coppleshstone Computing Curriculum

EYFS

Overview

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p>Continuous Provision – available throughout the day for both focussed and self-chosen learning – computer and tablets/cameras for recording learning. A range of technology will be explored continuously throughout the year for the children to access, both independently and with an adult.</p> <ul style="list-style-type: none">- Tablets- Computers – games / activities linked to the topic or maths being covered each week (Barefoot Computing).- Remote control toys – cars.- Battery operated toys- CD players- Interactive white boards– Phonics Play / Top marks / Google Earth / Digi map.- iPads – drawing, sorting, information gathering- exploring old typewriters / computers / mechanical toys.					
<p>Barefoot Computing link to EYFS computing programs to encourage and develop pupils’ computational thinking through the skills of; tinkering, persevering, logic, composition, collaborating, patterns, abstraction, creating, logical reasoning and algorithms.</p> <p>https://www.barefootcomputing.org/earlyyears</p>					
Awesome Autumn	Winter Warmers	Boats Ahoy	Springtime	Busy Bodies	Summer Fun

National Curriculum links

Computer Science (CS) – **foundation understanding** – How computers and computer systems work and how they are designed and programmed.

Information Technology (IT) – **using their understanding, applying**- The purposeful use of existing programs to develop products and solutions.

Digital Literacy (DL) – **implications**- The skills, knowledge and understanding needed in order to participate fully and safely.

Computational Thinking – threaded throughout computer science, information technology and digital literacy.