	Autumn Term	Spring Term	Summer Term
Nursery	**Marvellous me!** **People who help us** **Autumn 1** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Collaboration** **Creating** **Pattern** **Adult led (Weekly)** **Barefoot computing** Awesome Autumn – Autumn Garlands Daily routine instructions	**Once upon a time** **Spring 1** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Abstraction** **Decomposition** **Algorithms** **Adult led (weekly)** Planting algorithm **Barefoot computing** Springtime – Seed planting/sequencing CP - Explore the remote-control cars Daily routine instructions	**What a wonderful world** **Summer 1** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Persevering** **Logical Reasoning** **Tinkering** **Adult led (weekly)** Car tracks – forwards and backwards Move the car, vehicle or child forwards and backwards along the track Using algorithm cards (arrow cards)
	Marvellous me! **People who help us** **Autumn 2** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Collaboration** **Creating** **Pattern** **Exploring technology** **Adult led (weekly)** Introduce ipads – screen, keyboard, camera, how to turn on Explore ipads - Duck Duck Moose – Chatter pics photos CP – Use chatter pics e.g. Autumn/ Winter pictures, paintings, model making – Bring it to life	**Once upon a time** **Spring 2** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Abstraction** **Decomposition** **Algorithms** **Adult led** Duck Duck Moose – Draw and tell Colouring picture – Describe the picture	**What a wonderful world** **Summer 2** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Persevering** **Logical Reasoning** **Tinkering** **Adult led (weekly)** Code a pillar Recap what an algorithm is an algorithm is a sequence of instructions or a set of rules that have to be followed in a set order. Introduce code a pillar with forward blocks. Give pupils time to explore. If confident introduce turns and music.

Reception	**Marvellous me!** **Autumn 1** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Collaboration** **Creating** **Pattern** **Mouse skills** Introduce use of mouse Simple city – design, pictures and sorting Program on – Demonstrate Drag and drop activity Activity instructions Making salt dough algorithm	**Once upon a time** **Spring 1** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Abstraction** **Decomposition** **Algorithms** **Adult led (weekly)** Three little pigs house visits - Programming on a twister mat CP – Twister mats and characters	**What a wonderful world** **Summer 1** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Persevering** **Logical Reasoning** **Tinkering** **Adult led (weekly)** Cubetto Show the arrow block to the children and demonstrate a simple algorithm Children to explore creating further algorithms and programms
	Marvellous me! **Autumn 2** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Collaboration** **Creating** **Pattern** **Barefoot computing** Busy bodies -Parts of our body Busy bodies - Make a body	**Once upon a time** **Spring 2** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Abstraction** **Decomposition** **Algorithms** **Adult led** Use of ipads to create evil pea pictures/space pictures – j2e paint	**What a wonderful world** **Summer 2** **Computational Thinking** Key questions to prompt discussion linked to the Barefoot computational thinking concepts and approaches. **Persevering** **Logical Reasoning** **Tinkering** **Adult led (weekly)** Keyboard skills/Digital Writing Have the program https://www.j2e.com/jit5# available on the devices for the pupils to access (Choose the background to match current topic) Support children with typing their names/ phonics/ a sentence/ words to be printed for a display Show the pupils how they can edit (change) their text by clicking on the colour or font size (a a aa) buttons

Jackfield Infant School Computing Curriculum Map 2024-2025

Year One	**PIRATES** **Technology around us** Technology in our classroom Using technology Developing mouse skills Using a computer keyboard Using a computer responsibly Beebot Pirate maps **Digital painting** How can we paint using computers? Using shapes and lines Making careful choices Painting all by myself Comparing computer art and painting Paint a Pirate **Digital Literacy** School rules SIDs Top tips Use of devices and applications Safety Design, creation and editing of content Online safety **Barefoot computing** Busy Bodies - Look how we grow Busy Bodies - Movement algorithms	**MAGICAL KINGDOMS** **Digital writing** Exploring the keyboard Adding and removing text Exploring the toolbar Making changes to text Explaining my choices Pencil or keyboard **Grouping data** Label and match Group and count Describe an object Making different groups Comparing groups Answering questions **Digital Literacy** School rules SIDs Top tips Use of devices and applications Design, creation and editing of content Handling and storing data and information Safer Internet Day **Barefoot computing** Story sequencing	**ALL CREATURES GREAT AND SMALL** **Moving a robot** Buttons Directions Forwards and backwards Four directions Getting there Routes **Introduction to animation** Comparing tools Joining blocks Make a change Adding sprites Project design Following my design 4D+ Animals **Digital Literacy** School rules SIDs Top tips Use of devices and applications One Decision computer safety **Barefoot computing** Spelling rules algorithms Logo build algorithm (SEND) Bee-Bot route decomposition Scratchjr tinkering Bee-Bots go wild
Year Two	**THE GREAT FIRE OF LONDON** **IT all around us** What is IT? IT in school IT in the world The benefits of IT Using IT safely Using IT in different ways **Making Music** How music makes us feel Rhythms and patterns How music can be used Notes and tempo Creating digital music Reviewing and editing music **Digital Literacy** School rules SIDs Top tips Safety Use of devices and applications	**A SEED OF CHANGE** **Digital photography** Taking photographs Landscape or portrait What makes a good photograph? Lighting Effects Is it real? **Robot algorithms** Giving instructions Same but different Making predictions Mats and routes Algorithm design Debugging **Digital Literacy** School rules SIDs Top tips Use of devices and applications Design, creation and editing of content One Decision computer safety Safer Internet Day	**HOMELY HABITATS** **Pictograms** Counting and comparing Enter the data Creating pictograms What is an attribute? Comparing people Presenting information **An introduction to quizzes** Scratch junior recap Outcomes Using a design Changing a design Designing and creating a programme Evaluating **Digital Literacy** School rules SIDs Top tips Design, creation and editing of content

	Online Safety **Barefoot computing** Hand washing algorithm	**Barefoot computing** ScartchJr Knock Knock joke Scratchjr tinkering	Handling and storing data and information **Barefoot computing** Colourful kits (Data)

Computer Science
Information Technology
Digital Literacy