



Computing at Oakmeadow



EYFS Computing Planning						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Barefoot Planning	<p>All about me</p> <p>Busy Bodies Provides four activities that help children discover how bodies move and grow. Using the resources provided they explore and learn about parts of the body, growth and movement. Simple algorithms are created and adapted to form a routine of movements. Part of our bodies</p> <p>Logic Pattern Abstraction</p> <p>Make bodies</p> <p>Abstraction Decomposition Algorithms</p> <p>Awesome Autumn These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches. Leaf labyrinth</p> <p>Logic Algorithms Decomposition Creating</p> <p>Garlands galore</p> <p>Creating Pattern Logic</p>	<p>Once upon a time</p> <p>Winter Warmers These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches.</p> <p>Scarves for Snowmen</p> <p>Creating Pattern Logic</p> <p>Feed The Birds</p> <p>Algorithms Decomposition Creating Collaborating</p>	<p>People who help us</p> <p>People Who Help Us Three activities based on our everyday superheroes, which have been designed to help pupils develop their computational thinking skills. Create patterns on a police car, guide a delivery person to their destination and design a uniform for a firefighter!</p> <p>Delivery day</p> <p>Algorithms Decomposition Collaborating</p> <p>Pattern Patrol</p> <p>Creating Pattern Logic</p> <p>Firefighter Fun</p> <p>Creating Abstraction Collaborating</p>	<p>Spring into life</p> <p>Springtime Springtime provides an environment that gives good opportunities for developing language of directions, e.g. navigating mazes or routes using their own bodies or toys, using forwards / backwards / left / right to describe position, and giving and receiving instructions for everyday tasks. Make links with spring themes of animals and their young by providing related books / rhymes / songs.</p> <p>Springtime - Junk Scarecrow</p> <p>Abstraction Tinkering Creating Collaborating</p> <p>Springtime - Seed Sequencing</p> <p>Algorithms Decomposition Collaborating</p> <p>Springtime - Rabbit Run</p> <p>Algorithms Persevering Collaborating</p>	<p>Handa's Surprise</p> <p>Summertime Fun Children will learn how to combine, turn and place shapes to create familiar seaside features. Provide an opportunity to prompt the child when objects need flipping or rotating and model how to problem solve. Question children about why the items are placed, organised and arranged to create a picture. Get creative and recount their journey using models, characters and toys to develop their maps. Children will be encouraged to talk about the position of objects on the map and develop their speaking and explanation skills needed for the task.</p> <p>Colourful Collections</p> <p>Creating Pattern Persevering</p> <p>Journey</p> <p>Logic Algorithms Creating Collaborating Tinkering</p> <p>Seaside Tangrams</p> <p>Tinkering Creating Debugging Persevering</p>	<p>We are Scientists</p> <p>Boats Ahoy! In this activity children find out about boats from a range of sources, such as their families talking about experiences of boats, looking at books, watching film clips, listening to stories, singing songs about boats and role play. There are IT skills here in the use of technology as children find out about things and interact with software.</p> <p>Logic Pattern Abstraction</p> <p>Decomposition Creating Abstraction Collaborating</p> <p>Super Space Includes creating algorithms to direct a rocket through space and spotting patterns in pictures of aliens. Space Chase</p> <p>Algorithms Collaborating Persevering</p> <p>Build a Rocket</p> <p>Tinkering Abstraction Creating</p> <p>Amazing Aliens</p> <p>Creating Pattern Logical reasoning</p>
DIG LIT EFACW	Self-Image and Identity	Online Relationships	Online Reputation	Online Bullying	Managing Online Information	Health, Well-Being and Lifestyle

For Barefoot Resources for EYFS: [Early Years | EN | Barefoot Computing](https://www.barefootcomputing.com/early-years/).

For National Centre for Computing Education (NCCE) resources by year group and unit title: <https://teachcomputing.org/curriculum>

For Education for a Connected World (EFACW) Digital Literacy resources by year group and unit title: <https://projectevolve.co.uk/toolkit/resources/years/>



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Computing at Oakmeadow LTP

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 NCCE	Computing Systems and Networks <u>Technology Around Us</u>	Creating Media <u>Digital Painting</u>	Programming A <u>Moving a Robot</u>	Data and Information <u>Grouping Data</u>	Creating Media <u>Digital Writing</u>	Programming B <u>Programming Animations</u>
DIG LIT EFACW	<u>Privacy and Security</u>	<u>Copyright and Ownership</u>	<u>Self-Image and Identity</u>	<u>Online Relationships</u>	<u>Online Reputation</u>	<u>Online Bullying</u>
Year 2 NCCE	Computing Systems and Networks <u>IT Around Us</u>	Creating Media <u>Digital photography</u>	Programming A <u>Robot Algorithms</u>	Data and Information <u>Pictograms</u>	Creating Media <u>Digital Music</u>	Programming B <u>Programming Quizzes</u>
DIG LIT EFACW	<u>Managing Online Information</u>	<u>Health, Well-being and Lifestyle</u>	<u>Privacy and Security</u>	<u>Copyright and Ownership</u>	<u>Self-Image and Identity</u>	<u>Online Relationships</u>
Year 3 NCCE	Computing Systems and Networks <u>Connecting Computers</u>	Creating Media <u>Stop-Frame Animation</u>	Programming A <u>Sequencing Sound</u>	Data and Information <u>Branching Databases</u>	Creating Media <u>Desktop publishing</u>	Programming B <u>Events and Actions in programs</u>
DIG LIT EFACW	<u>Online Reputation</u>	<u>Online Bullying</u>	<u>Managing Online Information</u>	<u>Health, Well-being and Lifestyle</u>	<u>Privacy and Security</u>	<u>Copyright and Ownership</u>
Year 4 NCCE	Computing systems and networks <u>The Internet</u>	Creating Media <u>Audio Production</u>	Programming A <u>Repetition in Shapes</u>	Data and Information <u>Data Logging</u>	Creating Media <u>Photo editing</u>	Programming B <u>Repetition in Games</u>
DIG LIT EFACW	<u>Self-Image and Identity</u>	<u>Online Relationships</u>	<u>Online Reputation</u>	<u>Online Bullying</u>	<u>Managing Online Information</u>	<u>Health, Well-being and Lifestyle</u>
Year 5 NCCE	Computing systems and networks <u>Systems and Searching</u>	Creating Media <u>Video production</u>	Programming A <u>Selection in Physical Computing</u>	Data and Information <u>Flat File Databases</u>	Creating Media <u>Introduction to Vector Graphics</u>	Programming B <u>Selection in Quizzes</u>
DIG LIT EFACW	<u>Privacy and Security</u>	<u>Copyright and Ownership</u>	<u>Self-Image and Identity</u>	<u>Online Relationships</u>	<u>Online Reputation</u>	<u>Online Bullying</u>
Year 6 NCCE	Computing systems and networks <u>Communication and Collaboration</u>	Creating Media <u>Web page creation</u>	Programming A <u>Variables in Games</u>	Data and Information <u>Introduction to Spreadsheets</u>	Creating Media <u>3D modelling</u>	Programming B <u>Sensing Movement</u>

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DIG LIT
EFACW

Managing Online
Information

Health, Well-being and
Lifestyle

Privacy and Security

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Self-Image and Identity

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