Computing (Prior and Future Learning Links)

EYFS	• Ourselves (Reception): Children recognise that a range of technology is used in places such as homes and schools. • Children select and use technology or particular purposes. • Children explore and use software, apps and devices in the context of learning across the curriculum. • Programming toys. • Unplugged activities to develop problem-solving. • Cross-curricular with links to communication and language, mathematics and physical development.					
Years 1 & 2 **Cycle A**	**Technology Around Us**	**Moving Robots**	**Grouping Data**	**Digital Writing**	**Digital Painting**	**Programming - Animated Stories**
	← Prior learning: EYFS (exploring devices)	← Prior learning: EYFS (programming toys)	← Prior learning: EYFS (non-digital sorting)	← Prior learning: EYFS (exploring devices)	← Prior learning: EYFS (exploring software)	← Prior learning:
	→ Future learning: Yr3&4 Connecting Computers & The Internet	→ Future learning: Yr3&4 Programming units with Scratch and LOGO	→ Future learning: Yr3 &4 Branching Databases	→ Future learning: Yr3&4 Desktop Publishing	→ Future learning: Yr3 Animation	→ Future learning: Yr3&4 Animation
Years 1 & 2 **Cycle B**	**Information Technology Around Us (Introduction to Chromebooks)**	**Robot Algorithms**	**Making Music**	**Pictograms**	**Digital Photography**	**Programming Quizzes**
	← Prior learning: EYFS (exploring devices)	← Prior learning: EYFS (programming toys)	← Prior learning:	← Prior learning: EYFS (non-digital sorting)	← Prior learning:	← Prior learning:
	→ Future learning: Yr3&4 Connecting Computers & The Internet	→ Future learning: Yr3&4 Programming units with Scratch and LOGO	→ Future learning: Yr3&4 Programming-Sequencing Sounds	→ Future learning: Yr3&4 Branching Databases	→ Future learning: Yr3&4 Photo Editing	→ Future learning: Yr5&6 Selection in Quizzes
Year 4 (2022.23 only) **Years 3 & 4** **Cycle A** **(2023.24)**	**The Internet**	**Programming – Repetition in Shapes**	**Photo Editing**	**Programming - Repetition in Games**	**Audio Editing**	**Data Logging**
	← Prior learning: Yr1&2 Information Technology Around Us	← Prior learning: Yr1&2 Programming units	← Prior learning: Yr1&2 Digital Photography	← Prior learning: Yr1&2 Programming units	← Prior learning: Yr1&2 Making Music	← Prior learning: Yr1&2 Pictograms
	→ Future learning: Yr5&6 Sharing Information	→ Future learning: Yr5&6 Programming units	→ Future learning: Yr5&6 Video Editing	→ Future learning: Yr5&6 Programming units	→ Future learning: Yr5&6 Video Editing	→ Future learning: Yr5&6 Spreadsheets
Years 3 & 4	**Connecting Computers**	**Programming – Sequencing Sounds**	**Animation**	**Programming – Events and Actions**	**Desktop Publishing**	**Branching Databases**

Cycle B (2022.23 only)	← Prior learning: Yr1&2 Information Technology Around Us	← Prior learning: Yr1&2 Programming units; Yr1&2 Making Music	← Prior learning: Yr1&2 Animated Stories	← Prior learning: Yr1 Moving Robots; Yr2 Robot Algorithms	← Prior learning: Yr1&2 Digital Writing	← Prior learning: Yr1&2 Pictograms
	→ Future learning: Yr5&6 Sharing Information	→ Future learning: Yr5&6 Programming units	→ Future learning: Yr4 Photo and Audio Editing	→ Future learning: Yr5&6 Programming Units	→ Future learning: Yr5&6 Webpage Creation	→ Future learning: Yr5&6 Spreadsheets
Years 5 & 6 Cycle A	**NCCE Gender Balance in Computing project & Introduction to Spreadsheets**	**Video Editing**	**Physical Computing**	**Sharing Information**	**Vector Drawings**	**Selection in Quizzes**
	← Prior learning: Yr3&4 Data Handling units	← Prior learning: Yr3&4 Photo & Audio Editing	← Prior learning: Yr1&2 and Yr3&4 Programming units	← Prior learning: Yr3&4 The Internet and Connecting Computers	← Prior learning: Yr3&4 Animation	← Prior learning: Yr1&2 Programming Quizzes
	→ Future learning: KS3 (storage and manipulation of various types of data)	→ Future learning: KS3 (Behaviour of real-world problems and physical systems)	→ Future learning: KS3 (Behaviour of real-world problems and physical systems)	→ Future learning:	→ Future learning:	→ Future learning:
Years 5 & 6 Cycle B	**Internet Communication**	**Webpage Creation**	**Yr5 - Dragons' Den Presentation** **Yr6 – Physical Computing**	**Programming – Variables in Games**	**3D modelling**	**Programming - Sensing**
	← Prior learning: Yr3&4 The Internet / Connecting Computers	← Prior learning: Yr3&4 The Internet; Yr3&4 Desktop Publishing; Yr1&2 Animated Stories	← Prior learning: Yr3&4 Desktop Publishing; Yr3&4 Programming units	← Prior learning: Yr3&4 Programming units	← Prior learning: Yr3&4 Animation	← Prior learning: Yr3&4 Programming units
	→ Future learning: KS3 (Understand components of computing systems)	→ Future learning: KS3 (Components and communications of computer systems)	→ Future learning: KS3 (Behaviour of real-world problems and physical systems)	→ Future learning: KS3 (Further programming languages)	→ Future learning: KS3 (Behaviour of real-world problems and physical systems)	→ Future learning: KS3 (Further programming languages)