Curriculum Map Cycle A

EYFS - Ducklings Class

Despite computing not being explicitly mentioned within the Early Years Foundation Stage (EYFS) statutory framework, which focuses on the learning and development of children from birth to age five, there are many opportunities for young children to use technology to solve problems and produce creative outcomes. Some of the ICT and computing activities children will enjoy in each topic are listed below. Our aim will be to ensure children can approach technology with confidence, and think creatively about the ways computers and other technology can be used in their learning.

Our termly expectations for all pupils are set out below.

	Autumn	Spring	Summer
Understanding Algorithms	Investigate algorithms as sets of instructions through - Barefoot activities - Awesome Autumn Winter Warmers (Barefoot activities may be adapted to fit different topics) Children, verbally or with adult scribing, can give simple instructions for a familiar activity such as brushing their teeth.	Investigate algorithms as sets of instructions through - Barefoot activities - Busy Bodies Springtime Super Space (Barefoot activities may be adapted to fit different topics) Children, with adult support, can say or write simple instructions for a familiar activity such as making a jam sandwich. They show understanding that things will go wrong if the instructions are in the wrong order.	Investigate algorithms as sets of instructions through - Barefoot activities - Boats Ahoy! Summer Fun (Barefoot activities may be adapted to fit different topics) Children, with adult support, can say or write simple instructions for a familiar activity such as building a sandcastle. They recognise that things will go wrong if the instructions are in the wrong order and make suggestions for corrections.
Creating Programs	Program a Beebot to move around a mat, reaching specific points, with adult support to program.	Program a Beebot to move around a mat, reaching specific points, with adult support to program. Be able to say what might be wrong with the instructions if the Beebot doesn't move to the correct point.	Program a Beebot to move around a mat, reaching specific points, with increasing independence. Be able to say what might be wrong with the instructions if the Beebot doesn't move to the correct point and suggest possible corrections. Use Scratch Jr block coding with adult support to select a sprite, select a background, make a sprite move forward, backwards, up, down.

	Autumn	Spring	Summer
Logical Reasoning	Predict where the Beebot may go once programmed. In a variety of contexts, answer questions such as: ■ I wonder what will happen… ■ I wonder how it works… ■ Will it...float / sink / break / fall etc? Why? Why not? ■ What happened? ■ Did that surprise you? Why? ■ What have you found out? ■ How do you know that?	Make predictions about the Beebot once programmed - which direction? How far? - and say whether or not they were correct. In a variety of contexts, answer questions such as: ■ I wonder what will happen… ■ I wonder how it works… ■ Will it...float / sink / break / fall etc? Why? Why not? ■ What happened? ■ Did that surprise you? Why? ■ What have you found out? ■ How do you know that?	Make predictions about the Beebot once programmed - which direction? How far? - and say whether or not they were correct. Using Scratch Jr, make predictions about what will happen to the Sprite once programmed with a simple movement code. In a variety of contexts, answer questions such as: ■ I wonder what will happen… ■ I wonder how it works… ■ Will it...float / sink / break / fall etc? Why? Why not? ■ What happened? ■ Did that surprise you? Why? ■ What have you found out? ■ How do you know that?
Use technology purposefully	Listen to stories and songs on tape and CD players, using these with growing independence. Listen to stories and songs on tape and CD players, using these with growing independence. Use word processing systems such as Clicker to write simple sentences. Draw pictures using Paint or other drawing app.	Listen to stories and songs on tape and CD players, using these with growing independence and accessing headphones. Draw pictures using Paint or other drawing app. Save work where this can be completed by clicking the disc icon only. Use word processing systems such as Clicker to write simple sentences. Save work where this can be completed in one step.	Listen to stories and songs on tape and CD players, using these with growing independence and accessing headphones. Draw pictures using Paint or other drawing app. Save work where this can be completed by clicking the disc icon only. Use word processing systems such as Clicker to write simple sentences. Save work where this can be completed in one step. Take photos of the plants we have grown using digital cameras

	Autumn	Spring	Summer
E-safety	Know that you should tell a trusted adult if you ever see anything on a computer or screen that makes you upset. Practise this as a class using the ThinkUKnow resources which describe this as TAG and have a TAG button for children to use.	Know that you should tell a trusted adult if you ever see anything on a computer or screen that makes you upset. Watch the ThinkUknow resources and investigate the sorts of things you should tell an adult about.	Use Smartie the Penguin resources (https://www.childnet.com/resources/smartie-the-penguin/) to begin to explore safety issues around in-app purchasing, cyberbullying, unreliable information and talking to strangers online - stories A and B.
General	Recognise technology around us and how it can be used to help us	With support, be able to switch on and program a Beebot With support, switch on and use apps on a tablet, including moving back to the menu Begin to independently access other technology, such as tape recorders.	With increasing independence, be able to switch on and program a Beebot With increasing independence, switch on and use apps on a tablet, including moving back to the menu Independently access other technology, such as tape recorders.
Vocab	Computer Laptop Tablet Beebot Program Order Pattern	Algorithm Persevere Create Reasoning	Collaboration Sprite Block coding Workpad E-safety cyberbullying