Understanding the world Technology (Computing)

To show the progress of the curriculum throughout the school we have selected the Early Learning Goals as an example to show how this links most closely to the Computing Curriculum.

Understanding the world (Technology)
Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

In team 1 Understanding the World Technology is taught through a skills-based approach during our learning time sessions but we will also embed computing skills across the curriculum. The computing curriculum into the three strands of Information Technology, Computer Science and Digital Literacy

Information Technology	Computer Science	Digital Literacy
- Word Processing/Typing - Data Handling - Presentations, Web design and eBook - Animation - Video and Photography - Sound	- Computational Thinking - Coding and Programming	- Self-image and Identity - Online Relationships - Online Bullying - Managing Online Information - Health, Wellbeing and Lifestyle - Privacy and Security - Copyright and Ownership

	Aut 1	Aut 2	Spr 1	Spr 2	Sum 1	Sum 2

Year 1	Me and My world	Make a Noise	Wow	On the Farm	Where	From Head to Toe
	Word Processing (typing) Self-Image and Identity	Sound Copywrite and Ownership	Photography and Video	Presentation, web design and ebooks	Managing Online Information	Coding and Programming Health, Wellbeing and Lifestyle
Year 2	Superheroes	My Celebrations	What do we play with?	Mini Beasts	Let's Build	Green
	Animation Online Bullying	Online Relationships	Computational Thinking	Data Handling	Computational thinking	Privacy and Security