



Computing Long - Term Sequence				
Foundational knowledge: - Technology in everyday life - Online safety		Substantive Concepts: - Algorithms (step-by-step instructions) - Programming (Sequence, Selection, Repetition, and Variables)		Disciplinary Knowledge: - Pattern Recognition (identifying trends, similarities, and reusable rules) - Decomposition (breaking down complex problems into smaller, manageable parts) - Algorithmic Thinking (designing step-by-step, logical solutions to solve a problem)
	Autumn	Spring	Summer	
Nursery	Exploring Technology Explore familiar technology and begin to understand that it can be used for different purposes.	Using Technology Safely Begin to understand simple rules for using screens and technology safely.	Using Technology Use familiar technology with increasing confidence and independence.	
Reception	Using Technology Purposefully Use familiar technology with increasing independence for different purposes.	Technology and Online Safety Use technology appropriately and develop an understanding of how to stay safe online.	Online Communication and Safety Know that the internet can be used to communicate and buy things. Understand that people may not be who they say they are and that online behaviour can affect others.	
Year 1	Digital literacy Online safety project evolve Year 1	Information technology Writing sentences and using tools to create pictures	Computer Science Follow simple instructions offline and write code to make onscreen objects move	
Year 2	Digital literacy Online safety project evolve Year 2	Information technology Write sentences and formatting them using a range of tools using word. Adding pictures to a document.	Computer Science Write code and use different inputs to make objects move onscreen	

Year 3	Digital literacy Online safety project evolve Year 3	Information technology Creating and editing slides with transitions and animations using powerpoint.	Computer Science Create code with if statements and timer events
Year 4	Digital literacy Online safety project evolve Year 4	Information technology Collecting and presenting data in a spreadsheet. Writing, commenting and responding to blogs.	Computer Science Use code to create a simple game, using logic and problem solving to correct errors
<i>Internet and online safety underpins every strand of our computing curriculum.</i>			