St Joseph's Computing Curriculum Overview 2024-2025

EYFS

From the moment our pupils enter the EYFS setting they have the opportunity to use a range of technology, from using iPads to record their work, to scanning QR codes to listen to stories in a range of languages. The pupils in EYFS also have access to talking clipboards, and talking story books which enable them to listen to instructions from the teacher, as well as recording their own ideas/ stories to aid with sentence writing. We also provide pupils with defunct IT equipment to encourage them to construct their own imaginative role-play scenarios. Pupils in EYFS are also given the opportunity to use remote control toys, and programmable toys to enhance multiple areas of the curriculum. Through exposing pupils in EYFS to a range of digital technology, we are ensuring they understand the world around them whilst ensuring that they are building skills to aid them in key stage learning.

Areas of Learning		**What do we offer**
Communication and Language	Reading frequently to children, and engaging them actively in stories, non-fiction, rhymes and poems, and then providing them with extensive opportunities to use and embed new words in a range of contexts, will give children the opportunity to thrive	● Talking button. ● Common Sense Media - how to stay safe. ● Reminders before using technology of what to do if they feel uncomfortable. ● Digiduck/WiseOwl (childnet) stories. ● LED writing boards ● BusyThings ● J2e
Personal, Social and Emotional Development	Children should have confidence in their own abilities, to persist and wait for what they want and direct attention as necessary.	● BeeBots, ● Lego Robot cat, ● Common Sense Media ● Digiduck/WiseOwl (childnet) stories.
Physical Development	Gross motor skills provide the foundation for developing healthy bodies and social and emotional well-being. Fine motor control and precision helps with hand-eye co-ordination, which is later linked to early literacy.	● BeeBots, ● Fable Robots ● interactive boards - games, dancing
Literacy	Writing involves transcription (spelling and handwriting) and composition (articulating	● Talking clips,

	ideas and structuring them in speech, before writing).	● sound buttons, ● talking story books, ● Digiduck/WiseOwl (childnet) stories. ● BusyThings ● J2e
Mathematics	It is important that children develop positive attitudes and interests in mathematics, look for patterns and relationships, spot connections, 'have a go', talk to adults and peers about what they notice and not be afraid to make mistakes.	● Beebots - early coding, ● Fable Robots, ● BusyThings ● J2e
Understanding the World	Understanding the world involves guiding children to make sense of their physical world and their community.	● Camera, tablet, VR set ● Beebots, Codapillars, Fable Robots ● Defunct video camera, digital camera, computer, keyboard and mouse, metal detectors, headphones, phones. ● BusyThings ● J2e
Expressive Arts and Design	It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts.	● Busy Things ● J2e ● iPads, general use & taking photos ● QR code book to access - Busythings, Phonics Play & Top Marks, J2E ● Lightboard - changing, mixing and exploring colours

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Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	**Digital Literacy - Media Balance Is Important** (song). Students sing along with the Digital Citizens about the importance of media balance, learning how to be mindful of their tech use and how it makes them feel. **Saying Goodbye to Technology** (Media Balance & Well-Being). Students learn to pause, breathe, and finish up whenever they have to say goodbye to technology. **Best Uses of Technology** To use the device correctly To input commands using buttons. **Technology around us** To recognise technology that is used at home and in school Understand what a computer is and different uses of computers (learninig, playing, etc.) **VR Headsets** – cross curricular activity	**Digital Literacy- Safety in My Online Neighborhood** (Privacy & Security). Just like traveling in the real world, students learn to be safe when traveling online with three simple rules. **IT - Digital Media - Create, Share, Respond Digital Photography – Camera, PhotoBooth** To take a photo using different apps I know how to improve a photo **VR Headsets** – cross curricular activity	**Digital Literacy - Digital 5 a Day** I know who to talk to if I ever feel worried when using technology. (Digital Leaders) Smartie the Penguin. **IT - Digital painting - BusyThings** To use an iPad independently to paint a picture. To explain why I choose the tools I used To compare painting picture on an iPad and on paper **VR Headsets** – cross curricular activity	**Digital Literacy - Online Safety - Stay and Play session with Parents - 'Magic Window'** **IT - Digital writing – BusyThings, J2e** To explain why I choose the tools I used To compare writing on an iPad and on paper **VR Headsets** – cross curricular activity	**Digital Literacy - Legs asks, "How do you stand up for people you care about?"** **Head asks, "How do you know something you see or hear is true?** **IT Data - Data -** To use technology to organise objects into groups - pictogram To show the value of objects using technology To interpret greater or less from looking at graphs **VR Headsets** – cross curricular activity	**Digital Literacy - Online Safety - Stay and Play session with Parents** **CS - Floor Robots/Early Coding / Fable Robots** To plan, follow and complete simple program To create and read an algorithm To debug **VR Headsets** – cross curricular activity
