



# Widmer End Community Combined School and Pre-School

## Whole School: Computing Overview

<b><u>Pre-School</u></b>	<b><u>Autumn</u></b>	<b><u>Spring</u></b>	<b><u>Summer</u></b>
<b>Personal, Social and Emotional Development</b>	Remember rules without needing an adult to remind them.		
<b>Physical Development</b>	Match their developing physical skills to tasks and activities in the setting.		
<b>Understanding the world</b>	Explore how things work.		
<b><u>Reception</u></b>	<b><u>Autumn</u></b>	<b><u>Spring</u></b>	<b><u>Summer</u></b>
<b>Personal, Social and Emotional Development</b>	Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. <b>Early Learning Goals - <u>Managing Self</u>:</b> Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.		
<b>Physical Development</b>	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.		
<b>Expressive Arts and Design</b>	Explore, use and refine a variety of artistic effects to express their ideas and feelings. <b>Early Learning Goals - <u>Creating with Materials</u>:</b> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.		



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<div>Computer Science</div> <div>Information Technology</div> <div>Digital Literacy</div>						
	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
Autumn 1	E-safety	E-safety	E-safety	E-safety	E-safety	E-safety
	Mouse and keyboard skills	Recognise uses of IT	Document Editing and Creation	Internet Research	Programming in Scratch	Machine Learning and AI
Autumn 2	Digital Art	Internet Research	Music Creation	Graphic Design	App Design	Computers: Past, Present and Future
	Design	Introduce Data Handling	Comic Creations	Data handling	Text-based Programming	HTML
Spring 1	Text and images	Ebook creation	Programming in Scratch	Ebook Creation	Data handling	Web Design
				Data Handling	Programming with Sphero	Virtual Reality
Spring 2	Comic Creation	Digital Art	Programming in Kodu	3D Design	Computer Networks and the Internet	Graphic Design
		Introduction to	3D Design	Inside a Computer		Data Detectives



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		Animation				
Summer 1	Music Creation	Develop Programming	Storyboard Infographics	Programming in Scratch	Physical Devices	Python Programming Language
					Ebook Creation	Binary Code
Summer 2	Introduce Programming	Programming with Scratch	Branching Database	Video Editing	Operating Systems Music Creation	Programming in Scratch
			Digital Art			Image Editing