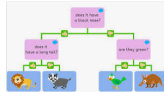




Computing at Catshill First School and Nursery 2025-2026

At Catshill First School and Nursery we understand the importance of a current and cohesive computing curriculum in an increasingly digital world. Pupils learn to be safe and respectful online, as well as developing the coding and media skills they will use in so many different ways in the future.

EYFS	Learning opportunities include sequencing, sorting, patterns and problem solving, cameras, interactive online games, stories and songs, programmable toys (Beebots) and role play using keyboards and other technology.					
Year 1	Technology Around Us 	Digital Painting 	Moving a Robot 	Digital Writing 	Grouping Data 	Programming Animations 
<i>Curriculum focus</i>	Identifying computer components and how technology can help us	Media - online paint tools and how to control a cursor using a mouse pad	Beebot control and an introduction to programming and coding	Typing and using a word processor (Google Docs on chromebooks)	Introduction to data handling using real objects	ScratchJr programming and using code blocks
Year 2	IT Around Us 	Robot Algorithms 	Pictograms 	Programming Quizzes 	Digital Photography 	Making Music 
<i>Curriculum focus</i>	Using technology responsibly and how it can improve our world	Programming a Beebot to complete a route and debug sequences of code	Data handling using a computer - Collect data and present on Jit5	ScratchJr - learning sequences of code and how to change backgrounds	Using an iPad to take photographs - orientation, framing and lighting	Creating digital music and comparing it to real musical instruments
Year 3	Sequencing Sounds 	Stop-Frame Animation 	Events and Actions in Programs 	Desktop Publishing 	Branching Databases 	Connecting Computers 
<i>Curriculum focus</i>	Coding and debugging algorithms to control musical instruments	Creating flipbooks and stop motion animation using iPads	Moving a sprite and coding their own maze-tracing program	Using text and images to create digital content for a purpose	Creating a branching database to sort objects using yes/no questions	Understanding networks using inputs, processes and outputs
Year 4	Repetition in Shapes 	Repetition in Games 	Photo Editing 	Data Logging 	The Internet 	Audio Production 
<i>Curriculum focus</i>	Using Logo to explore repetition within algorithms	Creating a game using repetition in programming on Scratch	Online photo editing and filters	Using iPads to log sound and light and using Google Sheets to analyse data	The internet, the World Wide Web and evaluating digital content	Recording digital audio, using input and output devices
Beyond CFSN	Most pupils move on to Catshill Middle School where they are able to develop skills on desktop computers, including email, spreadsheets and networking. They also learn to code using physical computing resources such as microbits and are introduced to 3D computer aided design.					