

Glasshoughton Infant Academy

Computing Curriculum Map 2025/ 2026

Care – Aspire - Succeed

Computing Long Term Sequence Content Progression

Term	EYFS - Nursery	EYFS - Reception	Year 1	Year 2
Autumn	Information Technology: Fundamental Skills Children to learn pressing buttons has an impact on how something works.	Information Technology: Fundamental Skills Take a photograph using an iPad	Computer Science: Programming Create a maze for a traditional tale character Use ScratchJr to write a simple algorithm for a character through a maze. Test the created algorithm and debug where necessary.	Information Technology: Presentations, web design, eBook creation Use voice labels linked to RE learning Understand voice labels are sound files attached to an image. Use images from camera roll to insert into digital project and record sound file.
Spring	Information Technology: Fundamental Skills Understand what a simple search engine is. Children to use a simple app to complete a simple picture selecting colours and tools to complete their picture – developing touch screen understanding.	Information Technology: Fundamental Skills Use an iPad to take a video. Use the iPad to type my name.	Information Technology: Create a pictogram comparing two places linked to wider curriculum topic Use data gathering techniques to collect data on topic. Use gathered data to create a tally chart and use tally chart to make a digital pictogram.	Computer Science/Information Technology Links to Titanic and Wider Curriculum Connect learning from wider curriculum to write a record a script using a teleprompter tool. Use green screen techniques to create a video.
Summer	Information Technology: Fundamental Skills Develop understanding of how touch screens work including moving things around a screen and selecting apps to open.	Information Technology: Fundamental Skills Explore ways in which we can communicate using technology. Send an email to another class over the internet. Explore typing CVC words on a keyboard.	Computer Science: BeeBots and map of Seaside Connect understanding of seaside to navigate a BeeBot around a map of physical and human features found at the seaside. Test different coding sequences and debug where necessary. Infer what will happen with code when inputted into device.	Computer Science/Information Technology Create an animation of an African animal Connect learning of science to create coding all around an African animal using ScratchJr. Test code inputted and debug where necessary. Use logical reasoning to predict the outcome and explain decomposition (breaking down into smaller steps).

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Digital Literacy:

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Term	EYFS	Year 1	Year 2
Autumn	Digital Literacy: Self Image and Identify/Online Relationships Understand how to behave online and how we can communicate with others when asked to do something we don't want to do.	Digital Literacy: Self Image and Identify/Online Relationships Understand what a trusted adult is and how the internet can be used to communicate with others.	Digital Literacy: Self Image and Identify/Online Relationships Understand how people may use different images to represent themselves online. Understand these are called Avatars.
Spring	Digital Literacy: Online Reputation/Online Bullying Understand that when information is online it can be seen by everyone. Identify the difference between being unkind online and unkind in person and what this looks like.	Digital Literacy: Online Reputation/Online Bullying Understand that information on the internet stays on there for a long time once it is posted. Understand the way you behave online impacts others. Understand real life feelings can happen when online too.	Digital Literacy: Online Reputation/Online Bullying Identify when the internet was created and how information can stay online for many years. Identify what privacy settings are.
Summer	Digital Literacy: Managing Online Information/Copyright and Ownership Demonstrate an understanding of how you know an object belongs to someone. Understand the importance of work to be named in order to create ownership.	Digital Literacy: Managing Online Information/Copyright and Ownership Understanding that not everything you read on the internet is true. Understanding how to find information on the internet through a range of devices.	Digital Literacy: Managing Online Information/Copyright and Ownership Understand the considerations you need to go through before posting online. Understand what permission means and what this means when online.