

Computing Skills and Knowledge Coverage 2025-2026

Computing is taught explicitly and in-depth in Autumn 1, Spring 1 and Summer 1

Year 1/2
Autumn 1 – Creating Media – Digital Writing
<i>This first KS1 computing unit builds on children's exposure and access to a wide range of Information Technology in our Early Years. Although the 'Technology' strand has been removed from the 'Understanding the World' Early Learning Goal, we see computing and technology still being vitally important in EYFS.</i> <i>Within Early Years, our children have access to smart interactive whiteboards, iPads, Bee-Bots and audio devices which all help to teach the children key IT skills related to their age. Staff are committed to preparing the children with IT skills that they need in the modern technological world they live in. In Early Years, most IT skills are taught through play; laying the foundations for the start of explicit teaching and learning of computing skills in Year 1.</i> <i>Computing in EYFS ensures that pupils enter Year 1 with a strong foundation, builds problem-solving abilities, encourages resilience and supports other areas of learning. By integrating computing into EYFS, pupils also begin to build their digital literacy and their understanding of internet safety. Through our One Life programme, explicit teaching of online safety is delivered from the start of Reception.</i> Lesson 1: Exploring the keyboard This is the first lesson in which children will experience using a computer to create and manipulate text. It is important that they know how to log on and follow the rules that keep them safe. In this lesson, the children will familiarise themselves with a word processor and think about how they might use this application in the future. The children will also be identifying and finding keys, before adding text to their page by pressing keys on a keyboard. Learning objectives: To use a computer to write: ✓ I can open a word processor ✓ I can recognise keys on a keyboard ✓ I can identify and find keys on a keyboard Key vocabulary: Word processor, keyboard, keys, letters, type
Lesson 2: Adding and removing text In this lesson, children will continue to familiarise themselves with word processors and how they can interact with the computer using a keyboard. The children will focus on adding text and will explore more of the keys found on a keyboard. Finally, they will begin to use the backspace button to remove text from the computer.



Learning objectives:

To add and remove text on a computer:

- ✓ I can enter text into a computer
- ✓ I can use letter, number, and space keys
- ✓ I can use backspace to remove text

Key vocabulary:

Numbers, space, backspace, text cursor

**Lesson 3: Exploring the toolbar**

In this lesson, children will begin to explore the different tools that can be used in word processors to change the look of the text. Children will use the Caps Lock key to add capital letters to their writing and will begin thinking about how to use this successfully. Children will match simple descriptions with the key that they relate to. Finally, children will begin exploring the different buttons available on the toolbar in more detail, and use these to change their own text.

Learning objectives:

To identify that the look of text can be changed on a computer

- ✓ I can type capital letters
- ✓ I can explain what the keys that I have learnt about already do
- ✓ I can identify the toolbar and use bold, italic, and underline

Key vocabulary:

Capital letters, toolbar, bold, italic, underline

**Lesson 4: Making changes to text**

In this lesson, children will begin to understand when it is best to change the look of their text and which tool will achieve the most appropriate outcome.

The children will begin to use their mouse cursor to select text to enable them to make more efficient changes. They will explore the different fonts available to them and change the font for their lost toy poster.

Learning objectives:

To make careful choices when changing text

- ✓ I can select a word by double-clicking
- ✓ I can select all of the text by clicking and dragging
- ✓ I can change the font

Key vocabulary:

Mouse, select, font



Lesson 5: Explaining my choices

In this lesson, children will begin to justify their use of certain tools when changing text. The learners will decide whether the changes that they have made have improved their writing and will begin to use 'undo' to remove changes. They will begin to consolidate their ability to select text using the cursor, through double-clicking and clicking and dragging. The children will be able to explain what tool from the toolbar they have used to change their writing.

Learning objectives:

To explain why I used the tools that I chose:

- ✓ I can say what tool I used to change the text
- ✓ I can decide if my changes have improved my writing
- ✓ I can use 'undo' to remove changes

Key vocabulary:

Undo, redo, font, format

**Lesson 6: Making comparisons**

In this lesson, children will make comparisons between using a computer for writing and writing on paper. The children will discuss how the two methods are the same and different, and think of examples to explain this. They will demonstrate making changes to writing using a computer to compare the two methods. Finally, the children will begin to explain which they liked best, and think about which method would be the best method to use in different situations.

Learning objectives:

To compare typing on a computer to writing on paper:

- ✓ I can make changes to text on a computer
- ✓ I can explain the differences between typing and writing
- ✓ I can say why I prefer typing or writing

Key vocabulary:

Compare, typing, writing

**Lesson 7: Internet Safety Focus – Privacy - That's Private!**

What kinds of information should I keep to myself when I use the internet?

Children will learn that staying safe online is a lot like staying safe in the real world. By helping a Digital Citizen sign up for a new app, children will learn about the kinds of information they should keep to themselves when they use the internet -- just as they would with a stranger in person.

Learning objectives:

- ✓ Recognise the kind of information that is private
- ✓ Understand that they should never give out private information online

Key vocabulary:

Online, private



Year 1/2**Spring 1 – Computing systems and networks – Technology around us****Lesson 1: Technology in our classroom**

Technology is all around us, and we use it regularly throughout daily life. Learners will become familiar with the term 'technology'. They will classify what is and what is not technology in their school and/or classroom. Learners will demonstrate their understanding of how technology helps us in different ways.

Learning objectives:

To identify technology:

- ✓ I can explain technology as something that helps us
- ✓ I can locate examples of technology in the classroom
- ✓ I can explain how these technology examples help us

Key vocabulary:

Technology

Lesson 2: Using computer technology

Children will get to know the main parts of a desktop or laptop computer. They will practise turning on and logging in to a computer. The children will apply their knowledge of the different parts of a computer, to complete a mouse-based task.

Learning objectives:

To identify a computer and its main parts:

- ✓ I can name the main parts of a computer
- ✓ I can switch on and log into a computer
- ✓ I can use a mouse to click and drag

Key vocabulary:

Computer, mouse, trackpad, keyboard, screen

**Lesson 3: Developing mouse skills**

Learners will be building on the mouse skills they were introduced to in Lesson 2. Learners will review images of a computer to explain what each part does. They will develop an understanding that different computers use different mice, but they perform the same function. They will use the mouse to open a program and create a simple picture.

Learning objectives:

To use a mouse in different ways:

- ✓ I can use a mouse to open a program
- ✓ I can click and drag to make objects on a screen
- ✓ I can use a mouse to create a picture



Key vocabulary:

Computer, mouse, trackpad, double-click

Lesson 4: Using a computer keyboard

Children will begin to use the computer keyboard for a purpose. They will understand that writing on a keyboard is called typing and will begin to demonstrate their ability to write their name. Children will then save their work using the save icon and understand that this icon is used in lots of different programs.

Learning objectives:

To use a keyboard to type on a computer:

- ✓ I can say what a keyboard is for
- ✓ I can type my name on a computer
- ✓ I can save my work to a file

Key vocabulary:

Computer, keyboard, mouse, typing

**Lesson 5: Developing keyboard skills**

Children will begin by opening a file they have previously created. They will demonstrate their ability to use a keyboard to edit text, by writing a sentence and then deleting letters. They will also use the keyboard arrow keys to move the text cursor in their text box.

Learning objectives:

To use the keyboard to edit text:

- ✓ I can open my work from a file
- ✓ I can use the arrow keys to move the cursor
- ✓ I can delete letters

Key vocabulary:

Keyboard, computer

**Lesson 6: Using a computer responsibly**

Children will be introduced to the concept of using computers safely, within the context of a school setting. They will explore why we have rules in school and how those rules help us, and then apply this understanding to rules needed for using computer technology safely.

Learning objectives:

To create rules for using technology responsibly;

- ✓ I can identify rules to keep us safe and healthy when we are using technology in and beyond the home
- ✓ I can give examples of some of these rules

- ✓ I can discuss how we benefit from these rules

Key vocabulary:

Computer, technology

Lesson 7: Internet Safety Focus – Who Is in your online community? How are we all part of an online community?

Children will learn that we are all connected on the internet. By learning the Rings of Responsibility, children explore how the internet connects us to people in our community and throughout the world. Children will be encouraged to think carefully about the different ways they connect with others, both in person and online.

Learning objectives:

- ✓ Compare and contrast how they are connected to different people and places, in person and on the internet
- ✓ Demonstrate an understanding of how people can connect on the internet

Key vocabulary:

Community, internet



Year 1/2**Summer 1 – Programming animations****Lesson 1: Comparing tools**

During this lesson, children will become accustomed to the ScratchJr programming environment. They will discover that they can move characters on-screen using commands.

Learning objectives

To choose a command for a given purpose:

- ✓ I can find which commands to move a sprite
- ✓ I can use commands to move a sprite
- ✓ I can compare different programming tools

Key vocabulary

ScratchJr, command, sprite, programming, programming area

**Lesson 2: Joining blocks**

During this lesson, children will discover that blocks can be joined together in ScratchJr. They will use a Start block to run their programs. They will also learn additional skills such as adding backgrounds and deleting sprites. Children will follow given algorithms to create simple programs.

Learning objectives:

To show that a series of commands can be joined together

- ✓ I can use more than one block by joining them together
- ✓ I can use a Start block in a program
- ✓ I can run my program

Key vocabulary:

Block, joining, command, Start block, run, program, programming area, background, delete, reset, algorithm, predict

**Lesson 3: Make a change**

During this lesson, children will discover that some blocks in ScratchJr have numbers underneath them. They will learn how to change these values and identify the effect on a block of changing a value.

Learning objectives

To identify the effect of changing a value:

- ✓ I can find blocks that have numbers
- ✓ I can change the value

- ✓ I can say what happens when I change a value

Key vocabulary:

Effect, change, value, block

**Lesson 4: Adding sprites**

During this lesson, children will be taught how to add and delete sprites in ScratchJr. They will discover that each sprite has its own programming area, and learn how to add programming blocks to give instructions to each of the sprites.

Learning objectives:

To explain that each sprite has its own instructions:

- ✓ I can show that a project can include more than one sprite
- ✓ I can delete a sprite
- ✓ I can add blocks to each of my sprites

Key vocabulary

Instructions, sprite, delete, program, algorithm

**Lesson 5: Project design**

During this lesson, children will choose appropriate backgrounds and sprites for a 'Space race' project. They will decide how each sprite will move, and create an algorithm based on the blocks available in ScratchJr that reflects this.

Learning objectives

To design the parts of a project:

- ✓ I can choose appropriate artwork for my project
- ✓ I can decide how each sprite will move
- ✓ I can create an algorithm for each sprite

Key vocabulary

Sprite, background, appropriate, algorithm

**Lesson 6: Following my design**

During this lesson, children will use their project designs from the previous lesson to create their projects on-screen in ScratchJr. They will use their project design, including algorithms created in the previous lesson, to make programs for each of their rocket sprites. They will test whether their algorithms are effective when their programs are run.

Learning objectives

To use my algorithm to create a program:

- ✓ I can use sprites that match my design

- ✓ I can add programming blocks based on my algorithm
- ✓ I can test the programs I have created

Key vocabulary:

Sprite, design, programming blocks, algorithm, programs

**Lesson 7 – Internet Safety Focus – Internet Traffic Light - How do you stay safe when visiting a website or app?**

Children will recap their knowledge that staying safe online is a lot like staying safe in the real world from the autumn term. Using a traffic light activity, children will learn how to identify "just right" content, giving them the green light to learn, play, and explore the internet safely.

Learning objectives:

- ✓ Understand that being safe online is similar to staying safe in real life.
- ✓ Learn to identify websites and apps that are "just right" and "not right" for them.
- ✓ Know how to get help from an adult if they are unsure about a website.

Key Vocabulary:

Caution, just right

