Tanners Brook Computing Provision Map 2024-25

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EY	Despite technology not being represented through an area of learning, we ensure our children experience computing and essential e-safety skills as it is deeply integrated into the wider lives of young children. The exploration of computing can be seen in many learning opportunities in the Early Years and it is likely to see: - Children planning routes for a friend or robot - Children making resources work by using buttons or switches - Exploration of digital devices to take photos, videos or play music - Exploration of resources to develop digital literacy, such as interactive whiteboards and tablets - Playing and listening to digital stories or extracts - The use of a search engine to help find information - Discussions about ways to stay safe when using a device & explanations demonstrating knowledge of telling a trusted adult if something on a digital device upsets them					
1	Computing systems and networks – technology around us	Creating media – digital painting	Programming A – moving a robot		Programming animations	Creating media – digital writing inc dance mat typing
2	Computing systems and networks – IT around us	Creating media – digital photography	Programming A – robot algorithms		Creating media – digital music	Programming B – programming quizzes
3	Computing systems and networks – connecting computers	Creating media – stop frame animation	Programming A – sequencing sounds		Creating media – desktop publishing	Programming B – events and actions in programs
4	Computing systems and networks – the internet	Programming A – repetition in shapes	Creating media – photo editing	Programming B – repetition in games	Introduction to Microbits	
5	Computing systems and networks – systems and searching	Creating media – video production	Data and information – flat file databases	Creating media -introduction to vector graphics	Programming B – selection in quizzes	Year 6 unit Programming A – Variables in games
6	Computing systems and networks – communication and collaboration	Creating media – web page creation	Data and information – introduction to spread sheets	Creating media – 3D modelling		Programming B – sensing movement Unit 7 – using the microbit for transition

NOTE: Yr1 Programming A – moving a robot Spring 2 2025/26   **Yr5** - Planned movement of units for 2025/26