

# Whole School Framework for Computing

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<b>N</b>	Explorative learning through play with activities related to Development Matters Statements Using Switched on I.C.T. Early Years Activities as appropriate					
<b>R</b>	Switched on I.C.T. Early Years Activities. 1 We have confidence 2 We can take turns 9 We can listen	Switched on I.C.T. Early Years Activities. 14 We can email 10 We can understand instructions 6 We are DJs 4 We have feelings	Switched on I.C.T. Early Years Activities. 13 We are digital painters 12 We are talkers 24 We are film producers 23 We can record soundtracks	Switched on I.C.T. Early Years Activities. 18 We are shape makers 7 We can exercise 8 We are healthy 21 We are games players	Switched on I.C.T. Early Years Activities. 15 We can blog 20 We can observe 8 We are healthy 19 We are community members	Switched on I.C.T. Early Years Activities. 11 We can understand messages 17 We are designers 16 We can count 5 We can drive
<b>1</b>	1.1 We are treasure hunters	1.2 We are TV chefs	1.3 We are digital artists	1.4 We are publishers – creating a multimedia eBook	1.5 We are rhythmic	1.6 We are detectives – using data to solve clues
<b>2</b>	2.1 We are astronauts- Programming on screen	2.2 We are game testers- Exploring how computer games work	2.4 We are researchers – researching a topic	2.3 We are photographers- taking better photos	2.6 We are zoologists- collecting data about bugs	2.5 We are animators
<b>3</b>	3.1 We are Programmers – Programming an animation	3.2 We are bug fixers - recognise some common types of programming error	3.2 We are presenters - create an informative presentation for their peers	3.4 We are who we are - create a set of presentations for different audiences	3.5 We are co-authors - pupils collaborate to create a ‘mini Wikipedia’	3.6 We are opinion pollsters – Collecting and analysing data
<b>4</b>	4.1 We are software developers	4.6 We are Meteorologists	4.2 We are makers	4.3 We are musicians	4.4 We are bloggers	4.5 We are artists
<b>5</b>	5.1 We are game developers - Developing an interactive game	5.3 We are architects – Creating a virtual space	5.2 We are cryptographers – Cracking codes	5.5 We are adventure gamers – creating an interactive adventure using presentation software	5.4 We are web developers – making sense of the internet and building a website	5.6 We are VR designers – Experimenting with virtual and augmented reality
<b>6</b>	6.1 We We are toy makers	6.2 We are computational thinkers	6.4 We are connected	6.5 We are advertisers	6.6 We are AI developers	6.3 We are publishers