

EYFS – Communication and
Listening,
Personal, Social and Emotional
Development

EYFS

Computational
thinking
through
following
instructions
and writing
recipes.

KS1

Understandin
g uses of
technology

A1

Using Beebots to
explore
algorithms within
the context of
their locality.

A2

Using online
resources to find
information
linked to animals.

A3

Using programmable
toys to explore
debugging and
algorithms linked to
transport.

B1

Using online
resources to
research the
Great Fire of
London.

B2

Building on prior
knowledge of
online resources
to research food.

B3

LKS2

Computing Curriculum Roadmap

2 year rolling plan

UKS2

Building on prior
knowledge of
coding by using
logical
reasoning.

B3

Using online
resources to
find and present
information on
Ancient
Egyptians.

B2

Building on prior
knowledge of
how internet
searches are
selected and
ranked.

B1

Using
appropriate
online
software for a
task.

A3

Designing
simple
programs on
software such
as Scratch.

A2

Collecting
and
presenting
data.

A1

Analyzing and
evaluating
data linked to
the Vikings.

A1

Coding
Crumbles to
create moon
buggies.

A2

Creating a
webpage
about the
Ancient
Greeks.

A3

Creating
media linked
to WWII

B1

Using
selection in
quizzes via
Scratch

B2

Programming
using
Micro:Bits

B3

KS3



Yardley Hastings
Primary School