



EYFS Computing Overview

Term	Aut1	Aut2	Spring1	Spring2	Summer1	Summer2
Unit	iStay Safe Explore and explain simple rules for keeping safe online	iFind Patterns Identifying patterns; creating repeating patterns of their own.	iAm Logical Talk about what is the same and what is different in a set of objects	iCan Turn Design trails and program toys to move along a trail with turns	iCan Direct Use simple directional language to navigate themselves and others around a set of obstacles	iOrganise Data Collect data and create simple graphs
	iSearch Online Making simple searches for data and organising them alphabetically	iMake Music Creating simple musical compositions using digital tools.	iCan Sort Make predictions about sorting criteria, sort and order objects	iCan Animate Capture images and animate them using digital tools	iMake Videos Use a camera/tablet to record moving images	iCan Surf Find, print and colour in images
	iMake Algorithms Understand that nursery rhymes involve sequences- create flowcharts	iTell Stories Retell a classical tale using a digital creation tool	iCan Play Take turns playing games both on and offline	iCan Model Use digital tools to explore computer models	iMake Pictograms Collect and organise data into simple pictograms	iSend Email Understand that messages can be sent electronically over distances and that people can reply to them
	iMake Pixel Art Decode simple digital images by colouring pixels	iMake Art Find and make collages of 2D shapes	iMake Media Capture images and use software to combine images with text and effects	iCan Control Program a toy to move along a number line	iGuess Beasts Use devices to scan QR codes and interpret information	iCan Report Combine text and images to make a class/school newsletter
	iCan Sequence Sequencing simple instructions to make something		iCan Move Use pencils and crayons		iCan Program Give sequences of commands to a programmable toy	iCatch Aliens Using an augmented reality app to find the aliens