

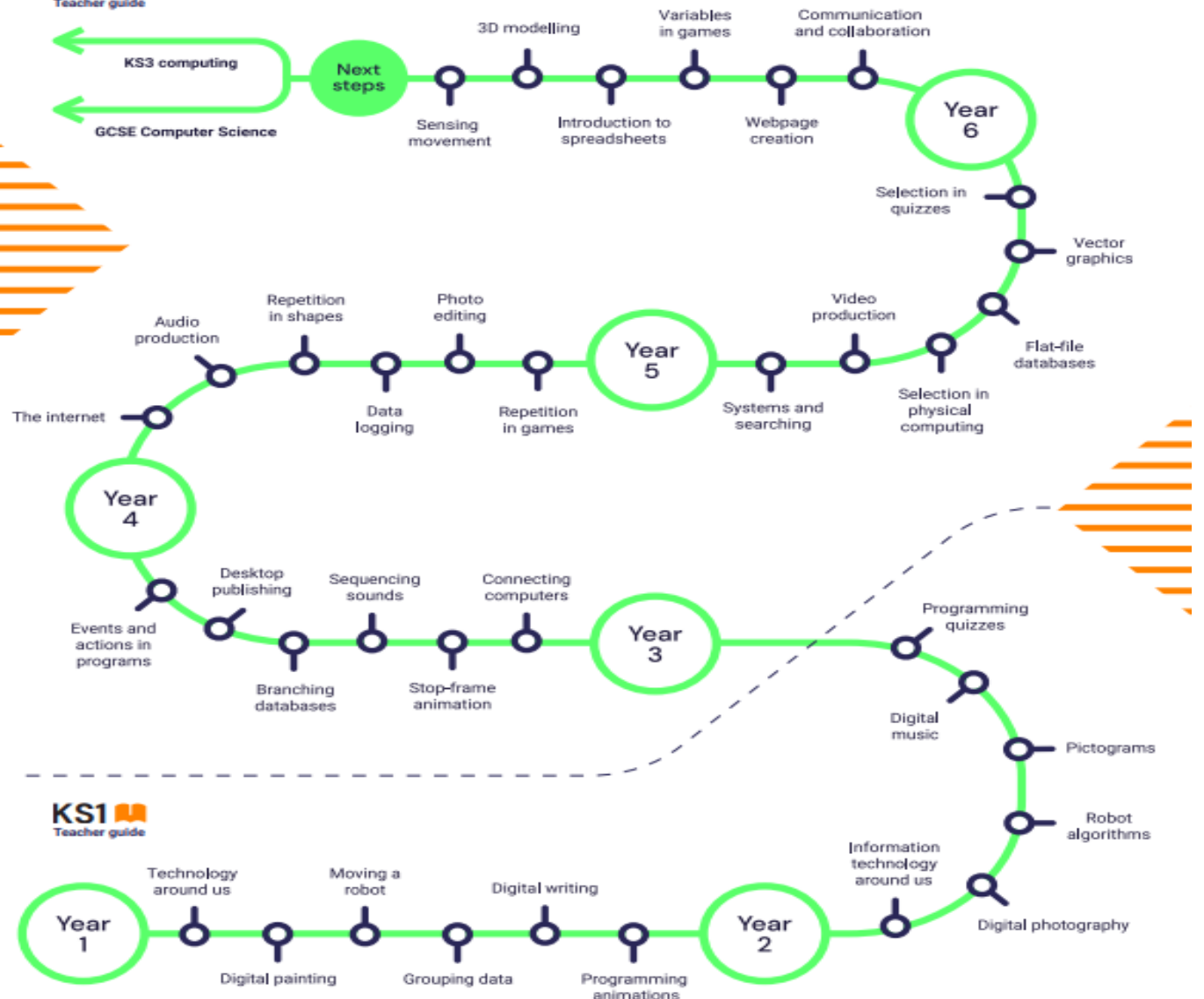


Our KS1 and KS2 Primary Journey



Primary Journey

KS2 Teacher guide



KS1 Teacher guide

Source: NCE Curriculum Poster

<https://teachcomputing.org/curriculum/key-stage-1>



Computing in EYFS



AWESOME AUTUMN

Age: 4-6 years

Curriculum Links:
Early Years

Concepts & Approaches:
Creating, Pattern, Logic, Algorithms, Decomposition, Collaborating

Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.



BUSY BODIES

Age: 4-6 years

Curriculum Links:
PSHE, English, Science

Concepts & Approaches:
Algorithms, Decomposition, Debugging, Logic, Patterns, Abstraction

Provides four activities that help children discover how bodies move and grow. Using the resources provided they explore and learn about parts of the body, growth and movement.

Simple algorithms are created and adapted to form a routine of movements.



SPRINGTIME

Age: 4-6 years

Curriculum Links:
Early Years

Concepts & Approaches:
Abstraction, Tinkering, Creating, Collaborating, Algorithms, Persevering, Decomposition

Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.



PEOPLE WHO HELP US

Age: 4-6 years

Curriculum Links: Maths, English, PHSE

Concepts and Approaches: Algorithms, Collaboration, Persevering, Creating, Pattern, Logical reasoning, Tinkering, Abstraction

Three activities based on our everyday superheroes, which have been designed to help pupils develop their computational thinking skills. Create patterns on a police car, guide a delivery person to their destination and design a uniform for a firefighter!



SUMMER FUN

Age: 4-6 years

Curriculum Links:
Science, Maths, English, D&T

Concepts & Approaches:
Tinkering, Persevering, Patterns, Logic, Decomposition, Debugging, Collaborating, Algorithms

Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.



BOATS AHOY

Age: 4-6 years

Curriculum Links:
Science, Maths, English, D&T

Concepts & Approaches:
Algorithms, Decomposition, Creating, Tinkering, Logic, Patterns, Abstraction, Collaborating

Takes children on a journey of discovery as they investigate boats. Four activities make up this set of resources. Includes different uses of boats, floating and sinking predictions, creating a good boat through exploring designs and role play.

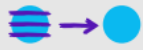
The Computational Thinkers

Early Years

Concepts



Logical Reasoning
anticipating and explaining



Abstraction
working out what is important
and ignoring what is not important



Pattern
comparing, spotting
similarities and differences



Algorithms
instructions and sequencing



Decomposition
breaking problems down into steps

Approaches



Tinkering
playing and exploring



Creating
making things, checking
things and fixing things



Collaboration
playing and working
cooperatively



Persevering
not giving up



Source: Barefoot Computing website

https://www.barefootcomputing.org/docs/default-source/default-document-library/21703_computational_thinking_poster_early_years.pdf?sfvrsn=52ff93ea_0

