

Autumn 1: It's good to be Me!

Simple games on the interactive whiteboard, selecting and moving objects.

Identifying technology in the home.

Google maps to find our house in Tiptree.

Positional language.



Autumn 2: Celebrations/Traditional Tales

Simple games on the interactive whiteboard, selecting and moving objects.

Purple mash—2 paint a picture and caption

Bee bots—travelling forwards, backwards and turn to the left or right.

Introduce the ipads with Subitising on the White Rose Maths App

Positional language

Computing EYFS

Spring 1: Why don't snakes have legs?

Simple games on the interactive whiteboard, selecting and moving objects.

Introduce a range of apps on the ipads to use within CP.

Internet Safety Day

Favourite dinosaur tally charts.



Spring 2: The World around us

Simple games on the interactive whiteboard, selecting and moving objects.

Using the ipads to draw a picture and label it.

Using google images to find pictures.

Traffic surveys

Using the ipads to take photographs.

Introduce a range of apps on the ipads to use within CP.

Summer 1: Who will save the day?

Computer coding: giving directions using left, right, forwards, backwards. Moving each other from place to place.

Programming the class teacher to move to specific places in the classroom.

Programming the bee bot to rescue various vegetables on the grid from Evil Pea.

Interactive whiteboard games,

Introduce the beebot app on the ipads.

Summer 2: Land Ahoy!

Purple mash—2 paint a picture and caption. Introduce the shape icon and the fill icon.

Using a range of apps on the ipad.

Data collection