

Computing

In Early Years foundation stage pupils build confidence to use technology purposefully to support their learning for all the Early Learning Goals as appropriate. Pupils in the foundation stage classes will have experience using technology indoor, outdoors and through role play in both child-initiated and teacher directed time. Opportunities for technology as a tool to support learning and teaching in all areas are identified in curriculum planning.

In Early Years, we develop the foundation for computing skills by teaching pupils to complete a simple program on a computer. Pupils will learn to:

- To control a simple program.
- To program a toy (Bee-Bot) using simple instructions
- To understand that they control the programmable toy
- To use a suitably aged program on a computer effectively

Pupils will also be taught to:

- Use ICT hardware to interact with age appropriate computer software
- To turn the computer on/off
- To use the mouse effectively to achieve a desired outcome
- To can use age appropriate software correctly.
- To be safe online

The most relevant statements for Computing are taken from the following areas of learning:

- Understanding the World
- Personal, Social & Emotional Development

Composite 1	To control a simple program.	
Components	Nursery	Reception
	Children will be able to make desired marks on paint program.	Children will be able to select a program with support and navigate mouse to achieve a desired goal.
	Children will be able to turn the program on and off with support.	Children will be able to close down a program and turn off a computer safely.
Knowledge	To use a suitably aged program on a computer effectively	To use a suitably aged program on a computer effectively
Vocabulary	Program, smartboard, cursor	Mouse, navigate, shut down

Composite 2	To program a toy (Bee-Bot) using simple instructions	
Components	Nursery	Reception
	Children will be able to give instructions	Children will be able to give instructions

	to a programmable toy and make it move with support.	to a programmable toy and move it with desired outcome.
Knowledge	To understand that the toy moves based on the instructions they set/program.	To understand that the toy moves based on the instructions they set/program.
Vocabulary	Program, direction, instruction	Program, direction, instruction

Composite 3	To understand how to be safe online.	
Components	Nursery	Reception
	Children to tell an adult if they see something that makes them feel uncomfortable	Children to tell an adult if they see something that makes them feel uncomfortable
	To not open new pages or accounts without consent	To not open new pages or accounts without consent
	To only play games that are age appropriate	To only play games that are age appropriate
Knowledge	To understand that we don't send pictures or videos without parental consent	To understand that we don't send pictures or videos without parental consent
Vocabulary	Program, safety, restriction, shut down	Program, safety, restriction, shut down

Next phase of education (National Curriculum)

Key stage 1 - Pupils should be taught to:

- To solve problems using programmable toys
- To film the steps of a recipe
- To create work inspired by great artists digitally
- To create a multimedia eBook
- To navigate a program to create sound patterns (eg. Scratch junior)
- To use data to solve clues.