Computing – Reception

Autumn 1

Learners will be introduced to technology as part of the everyday exploration of the classroom environment. For example, the use of the Smart board during lessons and toys that move and light as well as having ana awareness of what the printer in the classroom is used for. Adults will sensitively address the need for online safety and get to know about what devices and experiences children have at home.

	CK/ Vocabulary	Skills
Technology all Around Us	• Technology is something that can help us • Technology in school are computers, whiteboards and photocopier. • Technology can be inside the toys that we play with.	• To use the equipment and resources safely and know what purpose they are for.

Autumn 2

Learners will see how word can be used to create documents, they will observe adults using the information and give ideas to add detail, such as question of the week. Adults will add images/ clipart to word documents and use the internet to find out information as part of story sessions.

	CK/ Vocabulary	Skills
Digital Writing and images	• Technology can be used to change digital content. • Digital Content is something that is created on a computer	• Talk about how we can use technology to make content.

Spring 1

During mathematical and everyday activities children will be encouraged to group items and talk about what they can see. Children will classify animals into diurnal and nocturnal and where they live. Unplugged activities will support children before accessing data on a computer in Year 1.

	CK/ Vocabulary	Skills
Data Collection	• Data is information • Data can be sorted into groups	• Group objects independently

Spring 2

Leaners will complete unplugged opportunities for algorithms where they are able to give instructions to one another to move around a space or to copy a set of patterned cubes for example. (Put a yellow block in the bottom box)

	CK/ Vocabulary	Skills
Programming Unplugged	• An **algorithm** is a list of rules or instructions	• To follow a set of instructions given, to give instructions to another person.

Summer 1

Learners will begin to become familiar with using a mouse, or the Interactive whiteboard to create marks and effects on software such as paint/ word.

	CK/ Vocabulary	Skills
Creating Media	• Computers help you to create and change digital content.	• To use a program such as paint to create a picture

Summer 2

Learners will continue to develop their algorithm understanding, giving clear instructions to humans, then trying to give a code to a robot.

	CK/ Vocabulary	Skills
Programming B	• An algorithm is a list of rules or instructions	• To write a simple algorithm for their friend to complete