

Computing	Nursery		Reception															
	EYFS -	Knowledge Outcome	Reception/ ELG -	Knowledge Outcome														
<table border="1" data-bbox="114 341 383 671"> <tr><td>Coverage key</td><td></td></tr> <tr><td>Aut 1</td><td>Blue</td></tr> <tr><td>Aut 2</td><td>Orange</td></tr> <tr><td>Spr 1</td><td>Green</td></tr> <tr><td>Spr 2</td><td>Yellow</td></tr> <tr><td>Sum 1</td><td>Red</td></tr> <tr><td>Sum 2</td><td>Purple</td></tr> </table>	Coverage key		Aut 1	Blue	Aut 2	Orange	Spr 1	Green	Spr 2	Yellow	Sum 1	Red	Sum 2	Purple	Increasingly follow rules, understanding why they are important.	Know and talk about how to use technology safely	<p>ELG - MS - Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge.</p>	Know demonstrate how to use technology safely, when they encounter a problem.
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Explore how things work.	Know and use interactive board, remote control toys and iPads with supervision	<p>ELG - CWM - Safely use and explore a variety of materials, tools and techniques, experimenting with colour design, texture form and function.</p>	Know and use programs (2simple), technologies in their everyday learning.															
Know and talk about the different factors that support their overall health and wellbeing (sensible amounts of screen time).			Know and demonstrate initial skills in using keyboard and mouse															
				Know and use iPads safely independently to take pictures and interact with programs.														
				Know and demonstrate how to use a paint program on the interactive board to create artwork.														

Computing	Year 1		Year 2	
	NC Objective	Knowledge Outcome	NC Objective	Knowledge Outcome
Computer Science	Understand what algorithms are; how they are implemented as programs on digital devices; and those programs execute by following precise and unambiguous instructions.	Know and use simple commands to sequence the direction of a programmable toy - BeeBot	Understand what algorithms are; how they are implemented as programs on digital devices; and those programs execute by following precise and unambiguous instructions.	Know and understand the activities involved in planning, creating, and evaluating computing programs
		Know the activities involved in planning, creating, and evaluating computing artefacts (keyboard, mouse printer, tablet etc), to create simple animations		
	Create and debug simple programs.	Know and use a programmable interactive toy to navigate a map successfully	Create and debug simple programs.	Know comprehend, design, create, and evaluate algorithms
		Know and use a series of commands to create a simple program.		
	Use logical reasoning to predict the behaviour of simple programs.	Know and use a programmable interactive toy to navigate a map successfully	Use logical reasoning to predict the behaviour of simple programs.	Know how to create software to allow computers to solve problems i.e. creating quizzes
		Know and talk about how to identify the effect of a changing item		
Information Technology	Use technology purposefully to create, organise, store and manipulate and retrieve digital content.	Know and use a simple program to create and retrieve free hand drawings	Use technology purposefully to create, organise, store and manipulate and retrieve digital content.	Know how to create, save, retrieve and edit sounds using 2 Sequence (2Simple Music Toolkit)
		Know how data is stored, organised, and used to		Know how to use tools to manipulate images in order to improve a photograph

		represent real-world artefacts and scenarios		Know how to retrieve digital content previously stored
		Know how to create text, images and video using simple program/app		Know and use a program to organise and present information
Digital Literacy	Recognise common uses of information technology beyond school.	Know and talk about what a computer and technology is, and how its constituent parts function together as a whole	Recognise common uses of information technology beyond school.	Know and identify IT beyond school by comparing how they are used
		Know and talk about the differences between paper and computer artwork.		Know and talk about how information technology benefits us
		Know and talk about how we can present information using a computer		
	Know and use the internet to safely research information.	Know and talk about how programs can be used to create a variety of different media		
		Know and talk about how to use a program to record information		
		Know and use a program/app to create simple animations		
	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have	Know and talk about the risks when using technology, and how to protect individuals and systems	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have	Know and talk about how we make the choices when using technologies on line

	concerns about content or contact on the internet or other online technologies.	Know and use the internet safely with supervision to research information	concerns about content or contact on the internet or other online technologies.	
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