

Cavendish Close Infant and Nursery School

A rich, relevant, broad and balanced curriculum contributes to outstanding learning and achievement, significant growth in pupils' knowledge, and excellent attitudes to learning

Subject area: Computing

End of Early Years Foundation Stage expectation	National Curriculum End of Key Stage 1 expectation
<p>ELG – Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p>	<p>The principal focus of computing teaching in key stage 1 is to enable pupils to understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions. They should be able to create and debug simple programs and use logical reasoning to predict the behaviour of simple programs. The children should use technology purposefully to create, organise, store, manipulate and retrieve digital content and recognise the common uses of information technology beyond school. They should use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p> <p>Pupils should be taught to:</p> <p><u>Algorithms and programming</u></p> <ul style="list-style-type: none">• create a series of instructions• plan a journey for a programmable toy.• use a range of instructions (e.g. direction, angles, turns)• test and amend a set of instructions.• find errors and amend (debug)• write a simple program and test it• predict what the outcome of a simple program will be (logical reason reasoning)• understand that algorithms are used on digital devices

- understand that programs require precise instructions

Information technology

- create digital content
- store digital content
- retrieve digital content
- use a web site
- use a camera
- record sound and play back
- organise digital content
- retrieve and manipulate digital content
- navigate the web to complete simple searches

Digital literacy

- use technology safely
- keep personal information private
- use technology respectfully
- know where to go for help if they are concerned
- know how technology is used in school and outside of school

	<u>EYFS 1 (30-50 months)</u>	<u>EYFS 2 (40-60 months)</u>	<u>Year 1</u>	<u>Year 2</u>
Technology	<ul style="list-style-type: none"> • Knows how to operate simple equipment, e.g. turns on a CD player and uses remote control • Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones • Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images • Knows that information can be retrieved from computers. 	<ul style="list-style-type: none"> • Completes a simple program on a computer. • Uses ICT hardware to interact with age-appropriate computer software 	<p><u>Algorithms and programming</u></p> <ul style="list-style-type: none"> • create a series of instructions • plan a journey for a programmable toy. <p><u>Information technology</u></p> <ul style="list-style-type: none"> • create digital content • store digital content • retrieve digital content • use a web site • use a camera • record sound and play back <p><u>Digital literacy</u></p> <ul style="list-style-type: none"> • use technology safely • keep personal information private 	<p><u>Algorithms and programming</u></p> <ul style="list-style-type: none"> • use a range of instructions (e.g. direction, angles, turns) • test and amend a set of instructions. • find errors and amend (debug) • write a simple program and test it • predict what the outcome of a simple program will be (logical reason reasoning) • understand that algorithms are used on digital devices • understand that programs require precise instructions <p><u>Information technology</u></p> <ul style="list-style-type: none"> • organise digital content • retrieve and manipulate digital content • navigate the web to complete

				<p>simple searches</p> <p>Digital literacy</p> <ul style="list-style-type: none"> • use technology respectfully • know where to go for help if they are concerned • know how technology is used in school and outside of school
			<p>Keeping safe (e-safety) year 1 and year 2</p> <p>Knowledge and understanding</p> <ul style="list-style-type: none"> • understand the different methods of communication (e.g. email, online forums etc) • know to only open email from a known source • know the difference between email and communication systems such as blogs and wikis • know that websites sometime include pop ups that take them away from the main site • know that bookmarking is a way to find safe sites again quickly • to begin to evaluate websites and know that not everything on the internet is true 	

			<ul style="list-style-type: none">• know that it is not always possible to copy some text and pictures from the internet• know that personal information should not be shared online• know that they must tell a trusted adult immediately if anyone tries to meet them via the internet <p>Skills</p> <ul style="list-style-type: none">• follow the school's safer internet rules• use the search engines agreed by the school• know what to do if they find something inappropriate online or something they are unsure of (including identifying people who can help; minimising screen; online reporting using school system etc).• use the internet for learning and communicating with others, making choices when navigating through sites• send and receive email as a class• recognise advertising on websites and learn to ignore it• use a password to access the secure network
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