



## Computing Curriculum

Progression at Elmtree Infant & Nursery School

### EYFS

Computing is no longer explicitly mentioned in the EYFS curriculum; however, technology is explored throughout the continuous provision by the use of Remote-Controlled toys, the interactive whiteboard, tablets and recording devices and through role play with real examples of non-functioning technological equipment such as mobile phones, torches, remote controls etc. Experiences from home are also considered with regard to the use of mobile technology.

### Key Stage 1 – Year 1

In Year 1 children will be taught to:-

Use technology safely and respectfully.

To keep their information private.

To identify where to go for help and support if they are worried or have concerns.

They will recognise common uses of information technology around them.

They will begin to use technology purposefully to create, organise, store and manipulate and retrieve digital content.

They will be introduced to simple programming by controlling floor robots and learning the term algorithm.

### Key Stage 1 – Year 2

In Year 2 children will build upon the skills they have been taught in Year 1 and become more confident with their use of technological devices.

They will explore on-line safety in more depth and be able to tell you why this is important.

They will begin to use logical reasoning to predict the behaviour of simple programs.

They will use on-screen robots to create simple programs and begin to understand the terminology of the computing curriculum with regard to debugging.

They will be introduced to simple algorithms, what they are and how they are implemented as programs on digital devices. They will learn that programs execute by following precise and unambiguous instructions.

They will be introduced to block coding and how this can be used to animate characters and create simple simulations.