



Progress in Computing: EYFS, Key Stage 1 and 2

At Friarage, we acknowledge the rapid rate at which technology is developing and progressing; and it is important that we equip the children at our school to engage with this. Through explicit teaching of technological skills, knowledge and techniques, children will be enabled to understand and become active participants in a digital world. By making links with a range of curriculum subjects, such as Maths and Science, children will gain a firm understanding of the uses and possibilities of Computing. As a result of learning how digital systems work and how to put this knowledge to use through programming, children will be equipped to use information technology to create programs, systems, and a range of content. Children will also be equipped to deal with and prevent potential dangers online through explicit and discrete teaching of e-safety. By combining the skills in these areas with their imagination, children will feel confident to develop and share their own ideas through a range of digital media. Making children aware of the wide variety of jobs and opportunities there are linked to Computing, will encourage children of any gender, ethnicity, or background to engage with technology safely and purposefully within school and the wider world.

Key Stage 1 and 2 use the Scheme of Work from Teach Computing.

COMPUTING SUBJECT PROGRESSION - EYFS

	Nursery	Reception
We will be learning to...	<p>Name some technology that is used in the home.</p> <p>Use technology appropriately in role play.</p> <p>Play interactive games on the iPad/IWB with support.</p> <p>Use a digital device to take photographs.</p> <p>Operate wind-up toys and pulleys.</p>	<p>Know and talk about the different factors that support our overall health and wellbeing: -sensible amounts of 'screen time'</p> <p>Play interactive games on the iPad/IWB independently.</p> <p>Understand the purpose of and experiment with hardware such as cameras, computers, iPads, voice recorders etc.</p> <p>Use the computer to find out information.</p> <p>Say if something I find on the internet makes me feel bad and know how to speak to an adult about what I have seen.</p>

NATIONAL CURRICULUM	KS1	LKS2	UKS2
	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> □ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions □ create and debug simple programs □ use logical reasoning to predict the behaviour of simple programs □ use technology purposefully to create, organise, store, manipulate and retrieve digital content □ recognise common uses of information technology beyond school □ 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 	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"> ▣ design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts ▣ use sequence, selection, and repetition in programs; work with variables and various forms of input and output ▣ use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs ▣ understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration ▣ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content ▣ select, use and combine a variety of software (including internet services) on a range of 	

	<p>the internet or other online technologies.</p>	<p>digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</p> <p>☑ use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>
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Teach Computing Curriculum Journey

Download the curriculum resources: [ncce.io/get_tcc](https://www.ncce.io/get_tcc)

Key	
AL	Algorithms
CS	Computing systems
CM	Creating media
DI	Data and information
DD	Design and development
ET	Effective use of tools
IT	Impact of technology
NW	Networks
PG	Programming
SS	Safety and security
Computing GCSE CS: Programming GCSE CS: Theory	



