


Reception – Computing Curriculum Elements

<u>Computational Thinking and Coding</u>	<u>Create and Communicate</u>	<u>Online Safety</u>
Computer Science	Information Technology	Digital Literacy
<p><u>Sequence</u> forwards and turns e.g. with Beebot</p> <p><u>Predict</u> the outcome of a set of instructions and test the results.</p> <p>Use symbols to represent an instruction, through unplugged coding e.g. ↑→ for forward and turn. Know how to clear the code.</p> <p><u>Decomposition</u> by breaking the code down into chunks (1 step at a time)</p> <div style="margin-left: 20px;">  <p>1) (clear)</p> <p>2) (clear)</p> <p>3) (clear)</p> <p>4) (clear)</p> </div> <p>Know that pressing GO will make the robot move.</p>	<p><u>Typing and mouse skills</u> Type own name Enter single letters on a keyboard Use a mouse/track pad on a computer</p> <p><u>Saving and retrieving</u> Recognise save icon Use new page icon Make choices from a range of software/app</p> <p><u>Research</u> Use map software to look at satellite and street view images of a place as a class/group</p> <p><u>Images (Photography and drawing)</u> Take a photograph using a tablet and using in an app Take a photograph on a iPad, print it to cut/stick for a purpose Take portraits and landscapes Use a painting program to explore paint tools and brushes Use markup tools to draw on photographs</p>	<p><u>Systems</u> Understand what an electronic device is and find them around school. Know how to use iPads, sound recording, video recording Open and close software</p> <p><u>Privacy & Security</u> Know that the internet has exciting places to go but there are rules to follow to be safe. What is personal information: Name Age Town/Village School Know who a trusted person is.</p> <p><u>Online Bullying</u> Describe ways that people can be unkind with devices: -not sharing them -taking photographs</p> <p><u>Relationships & Well-Being</u> Handle resources appropriately and use technology safely around the classroom. Know that adults at home set rules for using devices and that the use of devices at home may be different to at school: -Watching TV vs Making a Film -Playing a game vs Painting a picture</p>

	<u>Create and Communicate</u>	<u>Online Safety</u>
	Information Technology	Digital Literacy
	<p><u>Sound Engineering</u> Record sounds/voices in story telling/ explanations Know red circle means record Know square means stop Know triangle/green means play</p> <hr/> <p><u>Data</u> Use pictograms/ charts as part of lessons with the children</p>	<p><u>Creative Credit, Copyright and Quality</u> Putting their name on digital work – write it/type it? Using a selfie</p>