COMPUTING – 3. Curriculum Plan   Year: **Reception**

Robert Miles INFANT SCHOOL

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Coverage Overview	**Digital Literacy (DL)** Using technology to research topics (on-going termly). Technology in school / home. **Info Tech** / **Digital Literacy** Use the internet to research topics (on-going termly).	**Information Technology (IT)** Experiment with and use a simple paint program Take a digital photo Expressive Arts + Design	**Computer Science (Programming) (CS)** Experiment with and use simple floor robots (BeeBots) **Digital Literacy - E-Safety (DL)** Whole school focus. Ongoing / revisited in other terms.	**Information Technology (IT)** Data – simple pictograms / charts Maths	**Information Technology (IT)** Paint program – introduce wider range of tools / detail Expressive Arts + Design Use a keyboard to type their name Literacy	**Computer Science (Programming) (CS)** Programme a simple floor robot - Beebots
Core Knowledge & application	I know that computers can be used to play games. (IT/DL) I can begin to identify some everyday technology in school and at home. (DL) I know you can use computers to find out information about a given topic. (IT/DL) I know how to select a particular object on a touch-screen. (IT) I can click and drag objects using a touch-screen, e.g., iPad / IWB. (IT) I can use a simple, interactive game on a computer or tablet, with some support. (IT)	I can use a digital camera and/or iPad to take a photograph of something and know they can be used to take a store photographs and videos. (IT) I know that a touch screen responds to the movements I make with my hand / finger. (IT) I can make marks with an onscreen paint brush / pencil on a simple paint program. (IT) I know how to select and change colours. (IT)	I know that I have to give a programmable toy instructions to make it move. (CS) I know that the direction and movements of the BeeBots happen because of the particular arrow buttons I press and how many times. (CS) I can experiment with what happens when I press the buttons on a floor robot. (CS) I can use a simple, interactive game on a computer/tablet, with increasing independence. (IT) **Digital Literacy - E-Safety** I know and can identify some everyday technology in school / at home and begin to talk about its purpose. (DL) I know why it is important to be kind and polite to other people and know I can speak to an adult if someone is unkind to me. (DL) I know that the internet can be used to find out information. (DL) I know to tell an adult if I see something that makes me feel worried, scared or sad. (DL) I know to tell a trusted adult if I see something upsetting online. (DL)	I know that technology can be used to store and find out information. (IT) I know that information can be retrieved from computers and, as a class, look at age-appropriate websites to support research of a particular topic. (IT) I can talk about information (data) presented in simple pictograms / charts. (IT)	I can use tools on a paint program to create a more detailed picture. (IT) I know how to type my name on the keyboard to create a label. (IT) I can use a simple, interactive game on a computer or tablet, independently. (IT) I know and can identify a range of everyday technology in school and at home and talk about its purpose. (DL)	I know that I have to give clear instructions to program a BeeBot to move in the direction I want it to. (CS) I know that the BeeBot is moving in a particular way because I have programmed it to. (CS) I can program a floor robot to make it move in the direction I want it to. (CS) I can predict the outcome of a simple set of instructions and test the results. (CS)
Critical Vocab	Computer / Click and drag / Screen / Technology — Website / Search / Monitor / Mouse / Internet	Digital camera / Photograph / Paint program — Tools / Select / Colour / Change / Save / Store	Program / BeeBot / Control / Buttons / Arrows — Instructions / Directions / Forwards / Backwards / Internet — Research / Online / Website / Permission — Rules / Safety / Stranger / Danger	Technology / Information / Store / Save / Retrieve — Data / Pictogram / Chart / Website / Research	Keyboard / Keys / Type / Capital letter / Shift Key — Space bar / Shapes / Fill / Save / Print	As Spring 1, plus… — Predict / Outcome / Left/Right
Assessment Focus						
Assessing Impact	Take a photograph of your favourite classroom area.	Firework / Diwali pictures Purple Mash Festive Card Design Competition	Challenge the children to move the BeeBot from one house to another, e.g. Little Red Riding Hood's house to Grandma's cottage. **Digital Literacy - E-Safety:** Discussions with pupils	Data collection, e.g. favourite fruit / What do you want to be when you are older?	Scenes from Julia Donaldson books.	Make a simple maze and program a BeeBot to get from A to B.

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