



EYFS progression - links to Computing

Relevant Early Learning Goals	Y1 National Curriculum Objective - Computing
There are no early learning goals that directly relate to computing objectives, though it is still expected that children will be introduced to appropriate technology and use it within their provision.	<p>Computing</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 the internet or other online technology.

Computing - Specific Termly Goals for Reception						
Skill	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Online Safety	<p>Using school equipment safely How to use school computing equipment: iPads, Desktops and Laptops. What should we do if we see something that we don't like?</p>	<p>Net Smartz Kidz Nettie Princess' puppet show - view and discuss</p>	<p>Safer Internet Day activities Safe Searching How to search safely for information.</p>	<p>Online Safety at Home Discuss which technology we have at home and how to use this safely. What do we do if we see something that we do not like?</p>	<p>Sharing information Parent Zone - Thinking before you share.</p>	<p>Digital resilience What does it mean to be resilient online? What will we do in the Summer Holidays to stay safe online?</p>
Computing	<p>Technology around us Technology hunt for Computing equipment in school. Practise logging into school computers and finding documents.</p>	<p>Digital Skills Practise logging into school computers. Learn key gestures on iPads (Home button & zoom functions) Login to Purple Mash</p>	<p>Video Conferencing Using video conferencing - lessons / discussions via Zoom / other video conferencing apps.</p>	<p>Physical Simulations Bee Bots - using the tactile reader. Remote control cars Using the Cameras / iPads to complete work Practise on Purple Mash</p>	<p>Purple Mash Log on and explore the features Use 2 music, 2 paint, 2 animate and 2 write.</p>	<p>Consolidation Technology hunt - compare children's answers with Term 1 Use Bee Bots to practise directions and maps in Maths Login to Purple Mash and search for relevant activities.</p>
Early Learning Goals	There are no early learning goals that directly relate to computing objectives, though it is still expected that children will be introduced to appropriate technology and use it within their provision.					