The Federation of St Mary's Catholic Schools

"I can do all things through Christ who strengthens me" Philippians 4:13

Computing Curriculum Document

INTENT	In Early years, the Characteristics of Effective Learning and the prime and specific Areas of Learning and Development are all interconnected. The Unique Child reaches out to relate to people and things through the Characteristics of Effective Learning, which move through all areas of learning i.e. playing and exploring, active learning and creating and thinking critically. Prime areas are fundamental, work together, and move through to support development in all other areas i.e. Communication and Language. Specific areas include essential skills and knowledge for children to participate successfully in society i.e. Understanding the World and Expressive Arts & Design.	
	Nursery	**Reception**
Computer Science	Nursery have access to simple age-appropriate software as part of their provision.	**<u>Hardware</u>** • Learning how to operate a camera to take photographs of meaningful creations or moments • Learning how to explore and tinker with hardware to develop familiarity and introduce relevant vocabulary • Learning how to operate a camera • Recognising that a range of technology is used in places such as homes and schools • Learning what a keyboard is and how to locate relevant keys • Learning what a mouse is and developing basic mouse skills such as moving and clicking **<u>Computational thinking</u>** • Using logical reasoning to read simple instructions and predict the outcome

		<u>Programming</u> • Following instructions as part of practical activities and games and learning to debug when things go wrong • Learning to give simple instructions • Learning that an algorithm is a set of instructions to carry out a task, in a specific order • Experimenting with programming a Bee-bot/Bluebot and learning how to give simple commands • Learning to debug instructions, with the help of an adult, when things go wrong
Information Technology		**<u>Using software</u>** • Using a simple online paint tool to create digital art **<u>Using email and the internet</u>** • Participating in group image searches, led by the teacher **<u>Using data</u>** • Representing data through sorting and categorizing objects in unplugged scenarios • Representing data through pictograms • Exploring branch databases through physical games
Digital Literacy		• Recognising that a range of technology is used in places such as homes and schools • Learning to log in and log out • When using the internet alongside an adult, or independently, learning what to do if they come across something that worries them or makes them feel uncomfortable