



Whitehall Infant School curriculum for **Computing**

Early Years Foundation Stage

Early Learning Goal

Technology: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Prior Learning

Children:

- Learn about safety
- Explore programming through beebots
- Use a range of ICT resources including storyphones, computers, ipad, easispeak
- Open and close programs
- Begin to make use of technology through play activities

Experiences and Enrichment Activities

1. esafety day

Attainment Targets for Key Stage One

Pupils should be taught to:

- 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 technologies.

Year One Overview for Computing

Theme 1:	Theme 2:	Theme 3: School Curriculum
<u>Objectives covered</u> □ 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 technologies. □ recognise common uses of information technology beyond school	<u>Objectives covered</u> □ create and debug simple programs □ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions □ use logical reasoning to predict the behaviour of simple programs	<u>Objectives covered</u>
<i>Context</i>		

Year Two Overview for Computing

Theme 1: Esafety	Theme 2: Develop a Platform Game	Theme 3: Beebots
<u>Objectives covered</u> □ 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 technologies. □ use technology purposefully to create, organise, store, manipulate and retrieve digital content	<u>Objectives covered</u> □ create and debug simple programs □ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions □ use logical reasoning to predict the behaviour of simple programs	<u>Objectives covered</u> □ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
<i>Context</i> Children learn about keeping safe on the internet and practice these skills in a range of contexts, including the use of Fronter MLE.	<i>Context</i> Children use 2simple to create a platform game. They explore, edit, evaluate and improve.	<i>Context</i> Children use programmable toys to give precise instructions.
