



Progress in Computing: Early Years Foundation Stage & Key Stage 1

At Ashton St Peter's Primary School, we acknowledge the rapid rate at which technology is developing and progressing; and it is important that we equip the children at our school to engage with this. Through explicit teaching of technological skills, knowledge and techniques, children will be enabled to understand and become active participants in a digital world. By making links with a range of curriculum subjects, such as Maths and Science, children will gain a firm understanding of the uses and possibilities of Computing. As a result of learning how digital systems work and how to put this knowledge to use through programming, children will be equipped to use information technology to create programs, systems and a range of content. Children will also be equipped to deal with and prevent potential dangers online through explicit and discrete teaching of e-safety. By combining the skills in these areas with their imagination, children will feel confident to develop and share their own ideas through a range of digital media. Making children aware of the wide variety of jobs and opportunities there are linked to Computing, will encourage children of any gender, ethnicity or background to engage with technology safely and purposefully within school and the wider world.

Skill	Year R	Year 1	Year 2
E-safety	<ul style="list-style-type: none"> Know they need to be supervised by an adult when accessing online content. Know they must talk to a trusted adult if they see something unexpected online. 	<ul style="list-style-type: none"> Explain what personal information is. Keep their password private. Tell an adult when they see something unexpected or worrying online. Recognise an age appropriate website. Talk about why it's important to be kind and polite. Agree and follow sensible e-safety rules. 	<ul style="list-style-type: none"> Explain why they need to keep their password and personal information private. Talk about why they should go online for a short amount of time. Know that not everyone is who they say they are on the internet. Describe the things that happen online that they must tell an adult about. Talk about why it is important to be kind and polite online and in real life. Follow and make my own e-safety rules to keep them safe on the internet.
Computing systems and networks	<ul style="list-style-type: none"> Talk about technology they see at home and at school. Explain when this technology is used. Think about the technology used outside of school and home. 	<ul style="list-style-type: none"> Identify technology Identify a computer and its main parts. Use a mouse in different ways. Use a keyboard to type. Use the keyboard to edit text. 	<ul style="list-style-type: none"> Recognise the uses and features of information technology. Identify technology in the home. Identify technology beyond school. Explain how information technology benefits us.

		<ul style="list-style-type: none"> ● Create rules for using technology responsibly. ● 	<ul style="list-style-type: none"> ● Show how to use information technology safely. ● Recognise that choices are made when using information technology. ●
Creating Media	<ul style="list-style-type: none"> ● Use a mousepad to move a mouse. ● Press the keys they intended to on a keyboard. ● Type single words on a keyboard. ● Use drawing programmes on a laptop. 	<ul style="list-style-type: none"> ● Use a computer to write. ● Add and remove media on a computer. ● Identify that the look of the media can be changed on the computer. ● Make careful choices when changing media ● Explain why I used the tools that I chose. ● Compare writing on a computer with writing on paper. 	<ul style="list-style-type: none"> ● Use a digital device to create media. ● Make choices when creating media. ● Describe what makes a good photograph. ● Decide how particular can be used. ● Use tools to change a particular media. ● Recognise that media can be changed.
Data information	<ul style="list-style-type: none"> ● Role play using technology. ● Talk about the purpose of this technology e.g. mobiles used for making calls/sending messages/accessing apps/internet. ● Choose an appropriate app or programme to use on the laptop or IWB for a particular task or purpose. 	<ul style="list-style-type: none"> ● Label objects. ● Identify objects that can be counted. ● Describe objects in different ways. ● Count objects with the same properties. ● Compare groups of objects. ● Answer questions about groups of objects. 	<ul style="list-style-type: none"> ● Recognise that we can count and compare objects using tally charts. ● Recognise that objects can be represented as pictures. ● Create a pictogram. ● Select objects by attribute and make comparisons. ● Recognise that people can be described by attributes. ● Explain that we can present information using a computer.
Programming	<ul style="list-style-type: none"> ● Respond to instructions. ● Know that instructions tell someone or something to do a certain task or action. ● Know that pressing a button or clicking the mouse is giving an instruction to the computer. 	<ul style="list-style-type: none"> ● Understand that when a computer does something, it is following instructions called 'code'. ● Give instructions to make objects on the screen move when the program starts ● Use code to make objects move when they are clicked on. ● Use code to write a computer program where objects in a scene move when they are clicked on. ● Combine start events and click events to make a simple game. ● Combine start events and click events in code to make a specific scene. ● Use coding knowledge to identify the mistakes in a program. 	<ul style="list-style-type: none"> ● Write code that makes an object move around the screen when keys are pressed. ● Make objects perform different actions when keys are pressed on the keyboard ● Write code that makes an object change direction when different keys on the keyboard are pressed ● Write code that makes an object change direction when the pointer is pressed and released. ● Write code where different inputs can be used to make objects move and disappear ● Write code where buttons can be used to make an object move around the screen ● Write the code for a simple game where buttons are used to move an object around. ● Write the code for a simple game where buttons are used to move an object around and disappear

			<ul style="list-style-type: none">• Write code where buttons are used to move a character around and hide objects• Use coding knowledge to identify the mistakes in a variety of programs.
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