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Year Reception. Medium Term Planning

Digital Literacy

Underlines the knowledge and skills relating to **online safety** and technology in society.

Computer Science

Underlines the knowledge and skills relating to **computational thinking, coding, algorithms and networks**.

Information Technology

underlines the knowledge and skills relating to **digital communication, creating multimedia content and data representation/handling**.

Byte Size & Fun

ensure the children have the **core basic skills** to use multiple devices, this is designed to **promote independence** and to have fun!

Year Reception. Mandatory Skills:

I can do the basics with technology.

I can go online.

I can confidently use a camera.

Autumn

Key Vocabulary:

Ipad
Computer
Device
App
Technology
Digital
Device
Sequence
Screen
Seesaw
Instructions
Order
Algorithm
Programmable toy
Control
Beebot
Robot
Predict/guess
Alexa
Photograph
Microphone
Interactive
QR code

Robots

(Computer Science)

This unit gives children their first taste of computing (computational thinking and coding). The children will learn new skills and practice giving instructions to complete tasks. Includes a range of continuous provision activities.

Learning Sequence:

Lesson1: Objectives: • To understand where can we find robots in the world around us. • To create a painting or digital artwork of a robot, including printing and cutting out. • To save/share work.

Outcomes: (IT) I can select and use technology for particular purposes.

Lesson 2: Objectives: • Explore how can technology (microphone) be used to record audio and share ideas • Learn to take photographs • Use a device to scan a QR code

Outcomes: (MS) I can do the basics with technology.

Lesson 3: Objectives: • Why sequencing is important • Learn to move objects on a screen • Sequence instructions to solve a problem

Outcomes: (CS) I can explain sequencing.

Lesson 4: Objectives: • What is an 'algorithm'? • Sequenced instructions (understand that this is called an algorithm) • Create a simple visual algorithm.

Outcomes: (CS) I can explain an algorithm.

Lesson 5: Objectives: • Use directional language as part of an algorithm • Create a simple visual algorithm to move an object. • Play with electronic robot toys/apps

Outcomes: (CS) I can give instructions to a programmable toy.

Spring

Key Vocabulary:

Online
Digital
Emotions
App
Internet
Video
Tablet/ipad
Online game
Device
Risks
Private
Google
Online bullying
Keyboard
Trust
Password
Camera
Share
Information
Personal information
Copyright
Content
Technology
Search engine

My Online Life

(Digital Literacy)

This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.

School Safer Internet Day learning.

Learning Sequence:

Lesson1: (DL) To understand the meaning of 'online'. (DL) To discuss emotions. (DL) To understand whom we can ask for help.

Lesson 2: (DL) What does 'communication' mean? (DL) How do we talk and share online? (DL) Who can we talk to or share with?

Lesson 3: (DL) To identify ways that I can put information on the internet.

Lesson 4: (DL) To describe ways that some people can be unkind online. (DL) To offer examples of how this can make others feel.

Lesson 5: (DL) To talk about how to use the internet to find information online. (DL) To identify devices I could use to access information on the internet.

Lesson 6: (DL) To identify rules that help keep us safe and healthy in and beyond the home when using technology. (DL) To give some simple examples of these rules.

Lesson 7: (DL) To identify some simple examples of my personal information (e.g. name, address, birthday, age, location). (DL) To describe who would be trustworthy to share this information with, I can explain why they are trusted.

Lesson 8: (DL) To understand that work I create belongs to me. (DL) To name my work so that others know it belongs to me.

Summer

Animal Safari

(Information Technology)

Key Vocabulary:

Ipad
Computer
Digital
Information
Keyboard
Delete
Device
QR code
Screen
Data
Photograph
Space bar
AR
App
Interactive
Camera
Technology
Seesaw
Microphone
Text
Ebook
Button

This unit helps children use iPads/ tablets independently to collect and record information. The children will learn about opening apps, scanning QR codes, taking photos and recording information in a tally chart. Includes a range of continuous provision activities.

Learning Sequence:

Lesson1: Objectives: • To use digital devices safely in the classroom. • To work with a partner and take turns using a device. • To open apps and scan QR codes. • To sort data.

Outcomes: (IT) I can select and use technology for particular purposes.

Lesson 2: Objectives: • To use digital devices safely in the classroom. • To work with a partner and take turns using a device. • To open apps and scan QR codes. • To record data.

Outcomes: (IT) I can do the basics with technology.

Lesson 3: Objectives: • To independently find and open an application for a particular purpose. E.g. drawing a picture.

Outcomes: (IT) I can use a camera.