Writtle Infant School: Computing Progression of Learning

Our Learning Aims

(taken from EYFS Early Learning Goal & Key Stage 1 National Curriculum Objectives)

Early Learning Goal	Key Stage 1 Objectives
Personal, Social and Emotional Development ● Show resilience and perseverance in the face of a challenge. ● Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. **Physical Development** ● Develop their small motor skills so that they can use a range of tools competently, safely and confidently. **Expressive Arts and Design** ● Explore, use and refine a variety of artistic effects to express their ideas and feelings. ## Early Learning Goals **Personal, Social and Emotional Development (Managing Self)** ● Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. ● Explain the reasons for rules, know right from wrong and try to behave accordingly. **Expressive Arts and Design (Creating with Materials)** ● Safely use and explore a variety of materials, tools.	**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.

E-Safety - How to stay safe on the internet and with technology: All children at Writtle Infant school will be taught how to remain safe and respectful while using technology and the range of ways to report to an adult about content or technologies that are unsafe.

Algorithms and programs: All children at Writtle Infant School will be taught how to use different programs, by using algorithms to create and debug programs.

Use of technology: All children at Writtle Infant School will be able to use a variety of technologies, apps and will be taught how technology progresses through from EYFS to Year 2 but also how technology progresses in the wider world.

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	EYFS	Year 1	Year 2
E-safety	● I know what the internet is. ● I know that 'Stranger Danger' applies to the internet. ● I can open and close apps (on ipad). **End of Key Stage Goal** ➔ *I know how to handle technology safely.* ➔ *I know to go to an adult if I see something unsafe.* ➔ *I can open apps*	➔ I know where to go when I have concerns about the internet/technology. ➔ I can close an app or press the home button when I see something unsafe. ➔ I know not to share anything private on the internet.	● I can use search engines safely. ● I know ways to keep myself safe on the internet. ● I can be kind and respectful to other users on the internet. **End of Key Stage Goal** ➔ *I can identify ways to be safe online.* ➔ *I can report to an adult if I find content that is unsafe.* ➔ *I can open the internet and use a search engine to find what I want.*
Vocabulary	**Internet** **Website** **Stranger Danger** **Apps**	**Rules** **Online** **Private information** **Email**	**Appropriate sites** **Cyber bullying** **Digital footprint** **Keyword searching**
Programming & Algorithms	● I can give my peers one step instructions to follow to move around. ● I can understand ● I can solve problems using a few steps and communicate these steps. ● I understand cause and effect, if I press a button it will cause something to happen. **End of Key Stage Goal** ➔ *I know that technology needs instructions to work.*	● I can give my peers two step instructions to follow to move around. ● I can predict the behaviour of simple programs. ● I understand what algorithms are and how they work on digital devices/programs.	● I can use logical reasoning to predict the behaviour of a program. ● I can create and debug a simple program. ● I understand that programs follow precise instructions. **End of Key Stage Goal** ➔ *I know how to relay instructions to achieve a goal on a program.* ➔ *I can spot mistakes and debug an error on a program.*

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Vocabulary	Equipment Buttons Movement Instructions	Instructions Buttons Robots Patterns Program Directions	Forward Backward Right-angle turn Algorithm Sequence Debug Predict
Use of technology	• I can capture images using the camera on different devices. • I can recognise technology in our classroom. • I can use basic computer programs (apps on ipads). • I know that information can come from the internet. **End of Key Stage objective** ➔ *To be able to use the basic functions of an ipad – opening apps, using the camera and opening the internet browser.*	• I can capture purposeful images on an iPad/iPod. • I can use the internet for research purposes. • I can use apps on the Ipads to create digital content (book creator). • I can login to a chrome book. • I can recognise technology in and out of the classroom.	• I can recognise the uses for technology out of the classroom. • I can use apps to edit the digital content I have created. • I can upload and save digital content. • I can recognise differences and similarities between different apps/programs. **End of Key Stage objective** ➔ *To be able to present information using images and slideshows.*
Vocabulary	Screen Mouse Images Keyboard Paint	Videos Camera stills Sounds Image bank Word bank Space bar	Paint effects Templates Animation Documents Index finger typing Enter/return Caps lock Backspace