

Filey C E Nursery & Infants Academy

'Inspiring Confident Learners, Reflecting Christian Values'

We endeavour to uphold Christian teaching to:

"Shine as lights in the world and love as Jesus loves us" (Philippians 2:15, John 13.34)

Our school is a Church of England School rooted in 'Compassion, Community and Friendship'.

Computing - Progression of Knowledge and Skills

Digital Literacy and E-Safety			
Children will develop a clear understanding of the safe use of technology and will become confident in their knowledge of e-safety.			
Nursery	Reception	Year One	Year Two
Children start to develop the	Children will know:	Children will know:	Children will know:

 knowledge: To ask a grown-ups permission to use apps/computers. How look after the technology within the classroom. About some of the technology around them in the classroom. Children will begin to develop the skills to: Use a keyboard or mouse. 	 To ask a grown-ups permission to use apps/computers How to safely use and look after technology at school, e.g. carrying tablets and Chromebooks, proper use of touchscreens. Some of the uses of technology in everyday life Children will develop the skills to: Look after technology in school. Use a keyboard and/or mouse to achieve what they would like, e.g. play a game, use paint programmes. 	 The importance of balancing screen time and sleep time. That they must decide alongside an adult which games/apps are appropriate. The difference between friends and strangers. How to use technology safely. The importance of keeping personal information private. Some of the common uses of technology beyond school. That technology is anything which is designed to help use, i.e. it's not just computers and electronic devices. To use the space bar to make spaces between words. Children will develop the skills to: Recognise what is and isn't technology. Log on to school Chromebooks. Access Google 	 How to use technology safely and respectfully (being kind online). What inappropriate content and contact is. Where and how to seek help when they have concerns about content or contacts online. The importance of keeping passwords private. That information online is not always reliable, the internet is not always true. How to safely use search engines. Children will develop the skills to: Create their own documents, adding text and images. Use a keyboard to enter text (using index fingers on both hands). Use the return/enter key to create a new section of writing. Use the shift and caps lock key to enter capital letters. Use delete and backspace buttons to correct text. Create content (e.g. writing), save it, reopen it and edit it.
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		 Classroom. Use index fingers (left and right hand) on a keyboard to build words and sentences. Use a space bar (thumb) to create spaces between words. 	
Emerging vocabulary: computer, tablet, mouse, keyboard, app, technology	Emerging vocabulary: safe, technology, tablet, mouse, keyboard, app, Chromebook	Vocabulary: log on, password, computer, age appropriate, personal, information, private, screen time, friend, strange, keyboard, space bar	Vocabulary: respectful, concern, content, inappropriate, reliable, search engine, keyboard, return/enter key, delete key, backspace key, save, open

Control Systems			
Children will begin to develop their understanding of how technology works through a range of plugged and unplugged activities.			
Nursery	Reception	Year One	Year Two
Children will know how to and develop the required skills to operate simple equipment.	Children will develop the knowledge and skills to operate simple equipment. This will include the opportunity to explore algorithm devices (e.g. blue/bee bots, remote control cars). Children will be able to follow and give basic instructions.	 Children will know: What algorithms are. How to create simple programmes. Children will develop the skills to: Create simple programmes using programmable devices such as bee and blue bots. 	 Children will know: That algorithms are implemented as programmes on digital devices. That programmes run by following precise instructions. How to create and debug simple programmes using precise and unambiguous instructions. Children will develop the skills to: Create a simple programme, e.g.

		 using blue/bee bots and online basic programming software. Use logical reasoning to predict the behaviour of simple programmes. Debug a simple programme.
Vocabulary: instruction	Vocabulary: algorithm, programme, open, move	Vocabulary: logical, predict, debug, precise instructions

Information Technology				
All children will begin to develop the	All children will begin to develop the skills required to use technology within their everyday lives by exploring its various uses to create and collaborate.			
Nursery	Reception	Year One	Year Two	
Children will have the opportunity to experience a wide range of technology. They will begin to develop their fine motor skills in preparation for the hand movements required to navigate computers later in their education.	Children will continue to develop their fine motor skills leading to typing and mouse/trackpad control skills (including opportunities to use there items within play). Children will experience a wide range of technology within school. This will include the use of smartboards, Chromebooks and blue/bee bots so they are comfortable with these items ready for progression into year 1.	 Children will know: How to store digital content using Google Drive on a Chromebook. How to reopen work on a digital device, i.e. on Google classroom. How to use a mouse or trackpad to effectively navigate websites, including clicking, scrolling and typing. Children will develop the skills to: Save and reopen work on a Chromebook. Effectively navigate Google Classroom and 	 Children will know how to: That technology can be used to edit, amend and adapt digital content. Hot to use ICT to organise, present and understand data as a simple graph. Children will develop the skills to: Use technology to create, communicate and collaborate in learning. Use ICT to source, generate and amend images (e.g. cropping, recolouring). Create a simple animation using still images. Take digital photographs and record videos. 	

	use this to access other websites (e.g. autodraw, games, etc).	 Use software to explore sound and musical phrases.
Emerging Vocabulary: computer, tablet, keyboard, mouse, trackpad, board, screen	Vocabulary: computer, tablet, mouse, keyboard, website, technology, phone, clicker, scroll, type, enter, digital, save, reopen	Vocabulary: organise, create, communicate, collaborate, source, generate, amend, crop, recolour, animation, photograph, video, software, present, data, simple graph