

Pre-Computing in EYFS:

Computing				
Three and Four-Year-Olds	Personal, Social and Emotional Development		Increasingly follow rules, understanding why they are important.	
	Physical Development		Match their developing physical skills to tasks and activities in the setting.	
	Understanding the World		Explore how things work.	
Reception	Personal, Social and Emotional Development		Show resilience and perseverance in the face of a challenge.	
	Physical Development		 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. 	
	Expressive Arts and Design		Explore, use and refine a variety of artistic effects to express their ideas and feelings.	
ELG	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 and techniques, experimenting with colour, design, texture, form and function.	

Introduction of Strands			
	EYFS		
Information and Communication	Pupils develop fluency on i-pads, taking photos and using apps		
Technological design	Children introduced to SparklePaint		
Programming and algorithms	Pupils experience acting as a robot (Building Block') and following instructions building lego designs. They use Beebots to enter one step instructions.		
Online safety	Follow online safety curriculum		

	Year 1	
Information and Communication	Typing skills & word processing use technology purposefully to create, organise, store, manipulate and retrieve digital content Children will begin to learn typing skills & understand that typing can be a way to record information Children should use the iPads to take photos of their work and store it with small comments via Seesaw	
Technological design	Continue to use SparklePaint	
Programming and algorithms	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Children will input more complex instructions to move the Beebot Children will begin to combine commands to reach a destination Children will understand bugs (where things go wrong) and reset the Beebot to have another go (debug) Children will use debugging to move across increasingly complex maps	
Online safety		