

OUR COMPUTER LEARNING JOURNEY



Technology in the Early Years can mean:

- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- using a Beebot
- watching a video clip
- listening to music

EYFS

Key Stage 1

Digital Literacy and ICT

Switch devices on/off and log in/out
Type symbols and save files
Edit text
Research toys and take photographs
Create a simple text showing learning

Digital Literacy and ICT

Basic computing skills
Use folders for organisation
Reorder slides and present a PPT
Search documents and print

E-Safety

Design a poster showing how to use technology safely
Watch presentation from UKS2

Computer Sciences

Use forward/back to program a character
Use software to make character go faster/slower
Create programs which create sound

Digital literacy and ICT

Research information relating to CC or science
Open multiple web pages
Copy and paste text from searches

Digital Literacy and ICT

Create own fairy tale book using previously taught skills

Digital literacy and ICT

Use technology purposefully to create, organise and store documents
Manipulate and retrieve digital content
Select appropriate software to collect and present data
Prepare a celebration including menu and rules for games
Use technology to create, organise, store digital content
Use a device to present information
Use a digital camera to manipulate and improve images
Create a presentation detailing own learning journey

E-Safety

Use technology safely, respectfully and responsibly
Identify ways to report concerns about content
Use the internet to undertake searches, collect information and images

Computer Science

Debug and create algorithms which rotate and repeat character actions
Compare and decompose problems
Write a debug sequences
Work with partners to create Scratch game
Experiment with algorithms and make accurate predictions
Give accurate on-screen instructions to move onscreen robot from A-B

Lower Key Stage 2

Digital literacy and ICT

Collect and present data
Use a range of digital devices
Create a website

Computer Science

Create character, costumes, backdrop and game features.
Create a Scratch 2 game.

Digital Literacy and ICT

Collect and present data using a range of software on a range of devices.
Choose and justify technology
Create spreadsheets to solve problems and create a budget

Upper Key Stage 2

Computer Science

Combine sequences of algorithms to control models
Make accurate predictions and use logical reasoning to debug accurately
Create a game based on current CC/Science topic

Digital Literacy (incorporate E-Safety Week)

Research and evaluate websites
Create hyperlinks
Add formal content and images to create a website

E-Safety

Discuss, identify, minimise risk of technology.
Create suitable software to make presentation to KS1, LKS2