

Computing			
	Term 1	Term 2	Term 3
Reception	Recognise different types of technology used at home and at school.	Identify which information is personal. Launch programs from icons and be able to explain what they are for.	Use control toys to program instructions e.g. Programming a Beebot to manoeuvre a course.
Year 1	<p>Data and information – Grouping data</p> <p>Children are introduced to data and information. They will begin by using labels to put objects into groups, and labelling these groups. Children will demonstrate that they can count a small number of objects, before and after the objects are grouped. They will then begin to demonstrate their ability to sort objects into different groups, based on the properties they choose. Finally, Children will use their ability to sort objects into different groups to answer questions about data.</p>	<p>Creating media – Digital painting</p> <p>Children will explore the world of digital art and its exciting range of creative tools with your Children. Empower them to create their own paintings, while getting inspiration from a range of other artists. Conclude by asking them to consider their preferences when painting with, and without, the use of digital devices.</p>	<p>Programming A – Moving a robot</p> <p>This unit introduces Children to early programming concepts. Children will explore using individual commands, both with other Children and as part of a computer program. They will identify what each floor robot command does and use that knowledge to start predicting the outcome of programs. The unit is paced to ensure time is spent on all aspects of programming and builds knowledge in a structured manner. Children are also introduced to the early stages of program design through the introduction of algorithms.</p>
	<p>Computing systems and networks – Technology around us</p> <p>Children will develop their understanding of technology and how it can help them. They will become more familiar with the different components of a computer by developing their keyboard and mouse skills, and also start to consider how to use technology responsibly.</p>	<p>Creating media – Digital writing</p> <p>In this unit we will promote children's understanding of the various aspects of using a computer to create and change text. Children will familiarise themselves with typing on a keyboard and begin using tools to change the look of their writing, and then they will consider the differences between using a computer and writing on paper to create text.</p>	<p>Programming B - Programming animations</p> <p>This unit introduces children to on-screen programming through ScratchJr. Children will explore the way a project looks by investigating sprites and backgrounds. They will use programming blocks to use, modify, and create programs. Children will also be introduced to the early stages of program design through the introduction of algorithms.</p>