



EYFS		KS1		
Area of Study		Cycle A	Cycle B	
<p>EYFS Statutory Educational Programme: Computing is not explicitly mentioned within the EYFS curriculum, however there will still be many opportunities for the children to use technology to solve problems and produce creative outcomes.</p> <p>Children are introduced to online safety and how to access IT within school safely. This is continuously reinforced throughout the year alongside PSHE and Safeguarding assembly which teach the children about online safety</p> <p>The most relevant statements from the Early Goals in the Statutory Framework and the Development Matters age ranges to match the National Computing Curriculum are detailed below.</p>		<p>Recognise common uses of information technology beyond school</p>	<p>To identify technology To use a mouse in different ways To use a keyboard to type on a computer To use a keyboard to edit a text</p>	<p>To recognise the uses and features of information technology To recognise the uses of information technology in school To identify information beyond school To explain how information technology helps us To explain how to use information safely</p>
<p><b>3-4 Year olds</b> PSED Physical Development Understanding the World</p>	<ul style="list-style-type: none"> <li>Remember to use rules without an adult needing to remind them.</li> <li>Matching their developing physical skills to tasks and activities in the setting.</li> <li>Explore how things work</li> </ul>	<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p>	<p>Writing short algorithms and programs for floor robots and predicting program outcomes</p> <p>Designing and programming the movement of a character on screen to tell stories.</p>	<p>Creating and debugging programs and using logical reasoning to make predictions</p> <p>Designing algorithms and programs that use events to trigger sequence of code to make an interactive quiz.</p>
<p><b>Reception</b> PSED Physical Development Expressive Arts</p>	<ul style="list-style-type: none"> <li>Show resilience and perseverance in the face of a challenge.</li> <li>Know and talk about the different factors that support their overall health and well being</li> <li>Sensible amounts of 'screen time'</li> <li>Develop their fine motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>Explore, use and refine a variety of artistic effects to express their ideas and feelings</li> </ul>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p>Exploring objects and then using them to sort and group objects by properties.</p> <p>Choosing appropriate tools in a program to create art and making comparisons with working non digitally</p> <p>Using a computer to create and format text before comparing to working non digitally</p>	<p>Collecting data in tally charts and using attributes to organise and present data on a computer.</p> <p>Capturing and changing digital photographs for different purposes.</p> <p>Using a computer as a tool to explore rhythms and melodies before creating a musical composition.</p>
<p>ELG PSED Expressive Arts</p>	<ul style="list-style-type: none"> <li>Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</li> <li>Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> <li>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> </ul>	<p>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.</p>	<p>To create rules for using technology responsibly and be able to articulate how to keep safe online</p> <p>The adventures of Smartie the Penguin - online safety To understand what pop ups and online purchases are and how to respond to them safely To understand that not all websites are appropriate for children and we should always check with a trusted adult before going on a website To understand that we can't trust everybody online and how we can protect ourselves To understand that we should only use aged appropriate sites that our trusted adult has approved in order to avoid images that might upset us To understand that not everything we read is true on the internet</p> <p>Online safety is continuously reinforced throughout the year alongside PSHE and Safeguarding assembly which teach the children about online safety</p>	<p>To recognise that choices are made when using information technology</p> <p>Common Sense Online Understanding how we can be good digital citizens Understand why it is important to have device free moments Recall what information should be private when using the internet Understand what information is ok to have in your digital footprint Understand what to do if someone is mean to us online Understand how we are all part of an online community</p> <p>Online safety is continuously reinforced throughout the year alongside PSHE and Safeguarding assembly which teach the children about online safety</p>



## Computing Progression Map