



Ward End Primary School – Understanding the World – Computing overview

Playing & Exploring - Engagement		Active Learning - Motivation		Creating & Thinking Critically - Thinking	
• Finding out & exploring • Playing with what they know • Being willing to ‘have a go’		• Being involved & concentrating • Keep on trying • Enjoying achieving what they set out to do		• Having their own ideas (creative thinking) • Making links (building theories) • Working with ideas (critical thinking)	
ELG None					
Focus	Algorithms	Creating programs	Using technology	Use of IT beyond school	Safe use
Nursery	• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images	• Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets	• Knows that information can be retrieved from digital devices and the internet	• Knows how to operate simple equipment, e.g. turn on CD player, uses a remote control, can navigate touch-capable technology with support	• Know how to handle equipment safely • Begin to know that they shouldn’t use devices without supervision
Reception	• Develops digital literacy skills by being able to access, understand and interact with a range of technologies	• Completes a simple program on electronic devices	• Can create content such as a stories, and/or draw a picture on screen	• Begin to list different IT in their home	• Begin to give reasons why we need to stay safe online • Can use the internet with adult supervision to find and retrieve information of interest to them

