

Computing Curriculum End Points and Progression

End point : What an EYFS child needs to understand?	End point: What do they need to know? (Substantive / Disciplinary Knowledge)	How can we see that they are confident with Computing in Year R	Preparation for Year 1 Curriculum
That there are words linked to computational thinking that help discuss and explore technology.	The computational thinking words: Creating, Tinkering, Persevering, Algorithms, Pattern and Debugging.	Children will accurately use these words when discussing what they are doing whilst exploring and playing.	<ul style="list-style-type: none"> • Continuation of use of Computational terminology in Year 1. To be applied more closely to computer based work.
When and how to use an ipad to explore learning games, take and delete photos and videos.	How to switch on and off an ipad. How to take a photo and video and how to delete it. How to access and play a range of learning games.	Children will confidently and independently access the ipad and use it for different purposes.	<ul style="list-style-type: none"> • Information Technology Computing Strand Year 1 • Year1 Digital Literacy – how do devices work
That they can express their thoughts and feelings digitally using an art programme.	How to select and use different functions on a range of programmes including IWB and Natural Revelation Art.	Children will choose to express their thoughts and feelings using digital art programmes.	<ul style="list-style-type: none"> • Digital Literacy • Self image and Identity • Online Relationships
That they use technology regularly everyday.	That there are many technological devices that they use both at home and at school. To recognise when a device uses technology as it have a switch that children control.	Children talk about technology devices and understand when adults refer to them.	<ul style="list-style-type: none"> • All areas of Year 1 Computing curriculum
That children can control devices by following algorithms and debug when necessary.	How to control the cubetto and create an algorithm to enable it to complete an intended action.	Children will choose to use and be able to programme the cubetto asking for support where necessary.	<ul style="list-style-type: none"> • Year 1 –Computer Science - Programming and Algorithms

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<p>That they need to use a keyboard in order to write on a computer or alternative device. That a keyboard will always have the letters of the alphabet in the same order.</p>	<p>How to recognise letters on a keyboard. How to create a space and use backspace.</p>	<p>Children will begin to use a keyboard when necessary with support if needed.</p>	<ul style="list-style-type: none">• Information Technology – Log in and out of a computer and type.
<p>That coding is used to create programmes on a computer.</p>	<p>How to move a digital character via specific code / instructions.</p>	<p>Children will follow an algorithm to code using Scratch Junior.</p>	<ul style="list-style-type: none">• Independent use of Scratch Junior with more in depth idea of algorithms and debugging.