



St Monica's R.C Primary School – Reception Knowledge Organiser – Computing



Computing in Reception

We develop our computing skills through the following EYFS areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

In Reception, we learn to be confident with a range of technology and computers. Children access this through our Continuous Provision and we enhance some aspects of our curriculum with computing activities.

Online Safety

Adults need to be informed when we are using the internet
 It is important to tell an adult if something worrying or unexpected happens while using the internet
 I can talk about the amount of time I spend using a computer, tablet or game device
 I am careful with technology devices.
 I can use a safe part of the internet to play and learn



Information Technology

Data can be sorted and categorised by using a computer
 Playing with a device can help to discover how it functions.
 Technology can be selected for a certain purpose.
 There will be a variety of electronic toys to play with such as remote controlled cars, walkie talkies and interactive pets.



Computer Science

Computer Programs

A computer program makes a computer do different things
 Computer programs give the computers instructions
 There will be choices to make about which buttons or icons to use in order to select a particular program
 Coding is when we give instructions to a computer to do a task
 When coding we have to use a language that the computer can understand.
 This is called a code.

Beebots

Beebots can be used to do basic tasks e.g. move forwards, backwards or to the side
 We can give human beebots (our friends) codes for them to follow



Digital Literacy

I understand the main parts of a computer and how to use them
 I can take a picture
 I can tell you about technology that is used at home and at school
 I can operate simple equipment



Key Vocabulary

Laptop, coding, mouse, program, keyboard, computer, keys

Computing links to EYFS Statutory Framework and Development Matters

Computing			
Personal, Social, Emotional Development	Physical Development	Understanding the World	Expressive Arts and Design
<p>3 / 4 year olds:</p> <ul style="list-style-type: none"> - Increasingly follow rules, understanding why they are important <p>Reception</p> <ul style="list-style-type: none"> - Show resilience and perseverance in the face of a challenge. <p>ELG: PSED: Managing Self</p> <ul style="list-style-type: none"> - Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. - Explain the reasons for rules, know right from wrong and try to behave accordingly. 	<p>3 / 4 year olds:</p> <ul style="list-style-type: none"> - Match their developing physical skills to tasks and activities in the setting. <p>Reception:</p> <ul style="list-style-type: none"> - Develop their small motor skills so that they can use a range of tools competently, safely and confidently. - Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of 'screen time'. 	<p>3 / 4 year olds:</p> <ul style="list-style-type: none"> - Explore how things work. 	<p>Reception:</p> <ul style="list-style-type: none"> - Explore, use and refine a variety of artistic effects to express their ideas and feelings. <p>ELG: EAD: Creating with materials:</p> <ul style="list-style-type: none"> - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

KS1 Computing National Curriculum Areas of Learning

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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.