



COMPUTING EYFS - KS1

Characteristics of Effective Learning	Playing and Exploring:	How this is achieved in EYFS	Computing KS1
	<p>Showing curiosity about objects. Using senses to explore the world around them. Showing particular interests. Seeking challenge Showing a 'can do' attitude Taking a risk, engaging in new experiences and learning by trial and error.</p>	<ul style="list-style-type: none"> ❖ Exploring algorithms using Bee-Bots <ul style="list-style-type: none"> ➢ Debugging instructions and clearing them ➢ Counting amount of instructions needed to reach target ➢ Making predictions and anticipating key events 	<ul style="list-style-type: none"> ● understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
	<p>Active Learning: Maintaining focus on their activity for a period of time. Showing high levels of energy and fascination. Paying attention to details. Persisting with activity when challenges occur Showing a belief that more effort or a different approach will pay off.</p>	<ul style="list-style-type: none"> ❖ Sequencing a story they have heard using tablets ❖ Using tablets to take photographs of each other - holding them steady and communicating with other as well as knowing where to go to retrieve those photos ❖ Taking turns writing their name on the interactive whiteboard ❖ Using the interactive whiteboard to 'splat' odd or even numbers ❖ Typing their login information on a keyboard to access the computer and recognising their login and password information ❖ Using a mouse to select items on a computer desktop 	<ul style="list-style-type: none"> ● 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
<p>Creating and thinking critically Finding ways to solve problems Finding new ways to do things. Making links and noticing patterns in their experiences. Making predictions.</p>	<ul style="list-style-type: none"> ❖ Identifying electronic devices in use in the world around them ❖ Recording instructions on tablets for playing back instructions to each other 	<ul style="list-style-type: none"> ● use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about 	



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	<p>Testing their ideas Developing ideas of grouping, sequences, cause and effect. Planning, making decisions about how to approach a task, solve a problem and reach a goal. Checking how well their activities are going Changing strategy as needed. Reviewing how well the approach worked.</p>		<p>material on the internet or other online technologies</p>
	<p>Key vocabulary to be developed in EYFS</p>		
	<p>Direction, forwards, backwards, sideways, turn, sequence, instructions, computer, keyboard, mouse, screen, login, password, username, devices</p>		