Essential Knowledge Steps: Computing

1	2	3	4
Nursery	Reception	Year 1	Year 2
To begin to follow rules and know why these are important. To show curiosity in how things work.	To 'log on' to the computer and program - Purple Mash- with support. To know how to use the tablet to create own videos or take photos. Tk Know that we need to be safe when using the computer. To begin to be aware of sensible amounts of "screen time". To play with technological toys. To know how to complete a simple program on the computer eg. painting and graphics applications.	To give some examples of technology both in and out of school. To understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons. To explain that an algorithm is a set of instructions to complete a task and is called a program. To work out and know what is wrong with a simple algorithm when the steps are out of order (debug). To sort, collate, edit and store simple digital content.	To effectively retrieve relevant, purposeful digital content using a search engine. To know the implications of inappropriate online searches and identify help. To develop an understanding of using email safely. When designing simple programs, know how to be precise with algorithms so that they can be successfully converted into code. To be confident when creating, naming, saving and retrieving content. To edit more complex digital data such as music compositions.

5 essential ingredients to knowing more and remembering more				
LEARNING THAT STICKS IS...				
emotionally engaging	hands-on and practical	social	scaffolded	repetitive