



Computing Skills and Knowledge

Expected by the End of Year __Reception__

Generic Skills

- be aware that pressing buttons will make a device respond e.g. remote control toy
- use the keypad to explore programs
- have experience of a range of ICT equipment and software
- talk about what they are doing with ICT, use appropriate ICT vocabulary
- know that a range of technology is used in places such as homes and schools
- Select and use technology for particular purposes

Computer Science

Control and Programming

- know that many everyday devices respond to commands
- learn to switch on a programmable toy to activate movement
- begin to follow simple instructions e.g. pre-Logo activities
- play with remote control toys
- play with programmable robots be aware that pressing buttons makes the toy or robot respond

Digital Literacy

Research

- explore CD ROM resources e.g. Talking Books

Data handling

- do practical sorting activities and discuss sorting criteria
- begin to develop simple classification skills

Information Technology

Graphics and digital video

- experiment with an art package trying different tools and effects, as one of a range of media available
- begin to be use an art package as medium to convey their ideas, as one of a range of media available
- with support, use a digital camera or digital video camera to take pictures
- know that digital pictures and video can be displayed on a computer screen

Sound

- with support, use CD players to listen to pre-recorded sound
- with support, use microphones/sound buttons to record and playback sounds e.g. own voice, others voices experiment with music software

Word Processing/keypad

- Know how to use a keyboard to enter letters and symbols.
- use the keyboard/keypad to enter letter strings (play writing)
- begin to use the space bar to break letter strings into groups of letters
- use the Back Space key to delete
- use the keypad to represent simple words or own name