



St Anne Line Catholic Infant School

Computing Curriculum

Progression of Knowledge, Skills and Vocabulary

School Mission, Vision and Context

Mission Statement

With Jesus, We Love, We Learn, We Pray.
Together, we grow Our School each day.

Our Vision and Ethos

We aim to instil a love of learning, with Christ at the centre of all we do. Guided by the principle of 'En Magna Constantia'—In Great Constancy—we lay the foundation for a lifelong journey of discovery. We inspire resilience and independence in our learners, encouraging them to remain steadfast and always strive to reach their full potential, no matter the challenges they face.

Context of our school

Our school serves a rich and diverse school community where families come from many different cultures and speak a wide variety of languages. Our mission is to serve the families of Basildon who would like their children to receive a Catholic education.

This means in Computing

- Many children have well below average starting points, so computing skills are carefully built up from the basics, with clear modelling and repeated opportunities to practise.
- We are a unique and diverse school community where pupils celebrate similarities and differences, which is reflected in collaborative computing work and respectful online behaviour.
- We celebrate many different cultures and languages through computing by using digital tools to explore, represent and share ideas in a variety of ways.
- Language development is integral to computing, with a strong focus on technical vocabulary, explaining processes, and supporting all learners, including SEND pupils, through structured and accessible activities.
- Our Catholic faith underpins computing by promoting responsible, respectful and safe use of technology, encouraging pupils to use digital skills to support learning, creativity and care for others.

EYFS

The 'Technology' strand has now been removed from 'Understanding the World' and has not been replaced with any updated guidance.

However, we still develop children's experiences and skills in computing within our EYFS.

Technology in our EYFS means:

- taking a photograph and video with a camera or tablet
- using the the interactive whiteboard: navigating software and tools, manipulating interactive items e.g counters on a maths tool, creating digital writing and art
- exploring computing equipment such as keyboards and other mechanical toys within continuous or enhanced provision
- using a Beebot
- watching a video clip
- reading RWI/Oxford owl e-books: navigating software, swipe to turn the page or selecting the arrow to turn the page
- Listening to music

Children in EYFS engage in Online Safety through PSHE and whole school events such as assemblies and Safer Internet Day. Children are taught to be safe, responsible users of technology through teaching, modelling and discussions when using technology within provision.

Reception Understanding the World (Specific Area)

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><u>ICT:</u></p> <p>Children can use the IWB to sign themselves in and select their lunch.</p>	<p><u>ICT:</u></p> <p>Children can use the 'touch and drag' action on the IWB</p>	<p><u>ICT</u></p> <p>Children will select and use a game on 'Busy Things' independently.</p>	<p><u>ICT:</u></p> <p>Children know we can use the internet to find out new information.</p>	<p><u>ICT:</u></p> <p>Children know we can use the internet to find images and explore places far away.</p>	<p><u>ICT:</u></p> <p>Children will make digital art.</p>

Computing Long Term Plan KS1

Year Group	Year 1			Year 2		
Term	Autumn	Spring	Summer	Autumn	Spring	Summer
Online Safety	Unit 1 How do I stay Safe online?	Safer Internet Day Whole School Event	School Assemblies	Unit 1 How do I stay safe in a digital world?	Safer Internet Day Whole School Event	School Assemblies
Information Technology		Unit 3 Where is digital technology?			Unit 3 How does technology help our world?	
Computer Science			Unit 5 Beebots & Robots			Unit 4 Programming Animations
Digital Literacy	Unit 2 How do I write using a computer?		Unit 4 How can I create art digitally?	Unit 2 How can I present my learning digitally?		Unit 5 Data Handling

Vocabulary

Year Group	Nursery			Reception		
Term				Autumn	Spring	Summer
Vocabulary	Core Device Words (Concrete & Visible) computer screen tablet button mouse keyboard press tap swipe on off	Action Words (What they physically do) touch drag move look listen choose stop start	Early Digital Awareness Words photo picture camera video music sound	computer screen Interactive Whiteboard touch drag click login select username	game Busy Things internet online search information website image explore safe safety	digital create draw paint tool save print device technology
Year Group	Year 1			Year 2		
Term	Autumn	Spring	Summer	Autumn	Spring	Summer
Vocabulary	<u>Online Safety:</u> trusted adult, content, fake, consent, personal information, secure, respectful, share <u>Digital Literacy</u> mouse, software, document, shift key,	<u>Technology around me:</u> Digital technology, program, algorithm, power, electronic, machine	<u>Digital Art</u> pencil, brush, eraser, fill tool, shape tools, spray, colour palette undo redo <u>Computer Science:</u> Forwards, backwards, turn, clear, go, commands Left, right, turn, Sprite, template,	<u>Online Safety:</u> trusted adult, report, contact, Permission, password cyberbullying/online bullying <u>Digital Literacy</u> presentation, slides, folder, retrieve, background, insert, resize,	<u>Technology around me:</u> connect, computer, till, scan, barcode, QR (quick response) code, URL, World Wide Web, digital diet, digital health, responsible.	<u>Computer Science:</u> ScratchJr, sprite, programming, programming area, block, run (to begin a program), background, delete, reset, algorithm, value, test, evaluate, debug <u>Data Handling</u> Data chart tally input graph title axis value pictogram, bar graph


	backspace/ delete key, return key, retrieve, dragging, font, tool, toolbar, bold, italic, underline, style, space bar, undo, redo, theme, audience.		algorithm, code, advanced mode, debug	drag and drop, animate		
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Year Group	Year 1			Year 2			
Term	Autumn	Spring	Summer	Autumn	Spring	Summer	
Book Links	 						

National Curriculum Map

National Curriculum Objectives:	Year 1					Year 2				
	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5	Unit 1	Unit 2	Unit 3	Unit 4	Unit 5
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.	✓	✓	✓			✓	✓	✓		

Skills Progression	Year 1	Year 2
Using and navigating systems and software	Logging into chromebooks. Opening and saving work in google drive class folder.	Use a device camera to scan QR codes to navigate the world wide web on a web browser. Opening and using Scratch Jr software
Typing & Keyboard	Space bar Shift or Caps for capital letters	Full stop, exclamation and question marks
Device control (touchscreen trackpad, mouse)	On an iPad use a finger to open, navigate and explore apps. Double press the home button on an ipad and swipe to close apps. On chromebooks using a mouse to navigate and left click to select. Using a mouse to double click to open or to highlight a word. Using trackpad and touchscreen to select and drag	Further development of year 1 skills and: On an ipad press and hold finger on an image to open a menu. Using a mouse right click to open a menu. Using a mouse to click and drag to highlight longer text.

Significant individuals	Year 1	Year 2
	<p data-bbox="421 1126 595 1153">Ada Lovelace</p> 	<p data-bbox="1205 1126 1406 1153">Tim Berners Lee</p> 