



Caversham Park Primary School
Reception Curriculum

Understanding the World:
Computing / Technology

Key Knowledge:

- I know that computers and electronic devices can be used for a variety of reasons in school and at home.
- I know that information can be retrieved from computers.
- I know to ask for help if I am unsure about something when using technology
- I know about 'stranger danger' both in person and online.

Key Skills:

- To use a mouse and/or tracking pad
- Click and drag objects/icons on the screen
- Make marks on the screen using paint programs.
- Begin to use a keyboard to type words
- Programme floor turtles (bee-bots) using the basic functions and single step commands.
- Select technology for a purpose.
- use the internet with adult supervision to find and retrieve information of interest to them

Vocabulary:

Keyboard, screen, mouse, click, drag, online, technology, control, programme,

Literature:

Smartie the Penguin
Digi-Duck
PenguinPig

Enrichment:

When on trips, allow the children to take photographs using the cameras.

Adult Directed:

- Take small groups to the computer suite to play games, create pictures and carryout typing tasks.
- Use Bee-bots in small groups to teach children how to programme and control them.

Continuous Provision:

- Laptops
- Bee-bots and Mats
- Technology devices for role play: cameras, phones, walky-talkies etc.
- CD player
- Adults in provision

Enhanced Provision:

- Cameras
- Ipads

Assessment (ELGs)

Prime Areas:

PSED - Self Regulation:

- Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions.

Specific Areas:

N/A

See educational programmes.

Progression		
Autumn	Spring	Summer
<ul style="list-style-type: none"> • Knows how to operate simple equipment, e.g. • turns on CD player, uses a remote control, can • navigate touch-capable technology with support • show an interest in and use classroom technology, e.g. to make things work or to take photos and recordings. • Uses ICT hardware to interact with age appropriate • computer software • uses a track pad and/or mouse • Click and drag objects/icons on the screen 	<ul style="list-style-type: none"> • Make marks on the screen using paint programs. • Click and hold a mouse button. • Select colours in paint programs. • Draw a picture on screen. • know to ask for help if I am unsure about something when using technology • Begin to understand the importance of 'stranger danger' online. 	<ul style="list-style-type: none"> • Know how to log into school devices. • Completes a simple program on electronic devices such as a floor turtle. • Begin to use a keyboard to type words such as their own name. • select a range of technologies for a purpose/. • Can use the internet with adult supervision to find • and retrieve information of interest to them