



# 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

- Knows how to operate simple equipment, e.g.
- Recognise, 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
- Click and hold a mouse button.
- Make marks on the screen using paint programs.
- Select colours in paint programs.
- Know that we use kind words when using the computer.

### Spring

- Draw a picture on screen.
- Control a floor robot using forwards, backwards and turn in single steps.
- Continue to develop mouse skills to move the cursor around the screen.
- know to ask for help if I am unsure about something when using technology
- Begin to understand the importance of 'stranger danger' online.

### Summer

- Know how to log into school devices.
- Begin to use a keyboard to type words such as their own name.
- Know that floor turtles can be programmed to carryout multiple steps.
- Complete a simple program on electronic devices such as a floor turtle.
- Select a range of technologies for a purpose.
- Know that I need to think carefully when using technology to keep myself safe and to ask for help when I need it.