EYFS COMPUTING	
PROGRAMMING, CODING, CONTROLLING	➢ Explore a range of control toys and devices such as sound recording devices, music players, digital recording devices (Continuous Provision) ➢ Explore outcomes when individual buttons are pressed on a programmable device. ➢ Explore an on-screen character (e.g. BeeBot) and navigate it around a course or grid. While navigating around a course on a computer, predict what will happen once the next command is entered ➢ Solve simple problems by following instructions to move objects on screen or devices in the classroom (E.g. Beebot) ➢ Create a series of instructions to move their peers/toys around a course using simple planning aids e.g. a series of cards used to remember and recall the order of instructions (code) ➢ Talk about how devices need instructions to work and talk about common devices in school and in the home Beebot (Screen and Floor) J2e - Turtle
ONLINE SAFETY (Project Evolve)	➢ Self-image and Identify ➢ Online Relationships ➢ Online reputation ➢ Online Bullying ➢ Managing online information ➢ Health and well-being and lifestyle ➢ Privacy and security ➢ Copyright and Ownership
COMMUNICATION AND COLLABORATION	➢ Talk about how to communicate safely and respectfully using different technologies and tools ➢ Talk about and learn the school's e-safety rules
DIGITAL EXPLORATION	➢ Talk about their use of ICT and other methods to find information ➢ Select the appropriate buttons to navigate given web sites ➢ Begin to understand they have to abide by school rules on Internet safety e.g. only navigate to given pages Begin to understand where their work is being stored
MULTIMEDIA	➢ Use keyboard spacebar, backspace, shift, enter, to provide text on screen that is clear and error free ➢ Select or create appropriate images to illustrate cross-curricular work ➢ Begin to select or record a sound to add to their work ➢ Add text to photographs, graphics (images) and sound e.g. captions, labelling and simple sentences ➢ Use pre-defined layouts or templates for presentations or published work (e.g. comic books, information texts) ➢ Begin to explain why their choices have been made Word Book Creator – iPads Purple Mash – 2Create a Story (My simple story) J2 Data Write
DIGITAL IMAGERY (Graphics Packages)	➢ Use a paint package to create a picture using a variety of tools to communicate their ideas ➢ Explore shape, line and colour to communicate a specific idea ➢ Use a device to take a picture or record their work ➢ Talk about the images or film they have taken and the tools used ➢ Talk about how images can be shared and who might see them iPads
MUSIC AND SOUND	➢ Explore a range of electronic music and sound devices including software and different peripherals ➢ Talk about the sound when they share their recordings with the rest of the class ➢ Recording devices in continuous provision (where possible) ➢ Sound recorder – iPad