



Eldon Primary School

Computing: Progression of Skills Document EYFS: YN - YR

EYFS NURSERY

NURSERY	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
THEME	At Eldon Primary School, computing is used in our Nursery to support children's development across the seven areas of learning. Computing lessons in Nursery will support children to develop their listening skills, problem solving and thoughtful questioning skills. Computing in EYFS may be centred around play-based activities, unplugged activities alongside specific work planned on a range of devices.					
EYFS FRAMEWORK						
CONTENT	Exploring cause and effect toys and lift the flap books. Using iPads to create simple drawings	Investigate wind-up and friction toys. Use the iPad to create firework pictures. Making biscuits—following recipes.	Using iPads to complete a simple program on Purple Mash. Busy things website games. Bee-Bots and controllable toys – following directions.	Talking about different devices and their uses. Using the iPad camera to take photographs and videos. Navigating simple programs using Purple Mash. Begin to investigate internet search engines (Swiggle) Making gingerbread men – following recipes.	Using Purple Mash program to create an animal face. Interactive globe – pressing buttons and listening to information.	Investigate and make pop-up toys. Continue to use iPads to explore Purple Mash programs.
SKILLS	- Operate technological toys (knobs, pulleys, winders) - Spot simple patterns - Sequence familiar tasks - Recognise technology used at home and in school - Experience simple apps and software - Make choices about the buttons/icons to press, touch or click on when using simple software/ hardware. - Use devices to capture photographs and videos - Understand that technological devices need to be handled with care.					
KEY KNOWLEDGE	Children will know: - That some toys are interactive and that if they do something (e.g. press a button) it will cause something to happen. - That touching different areas of an	Children will know: - That an action with technology will trigger a specific outcome. - That following a sequence of instructions will have an outcome.	Children will know: - That Bee-Bots/ controllable toys work by inputting instructions. - That the Bee-Bots will move differently if you press different buttons.	Children will know: - That different devices have similar and different uses. - That a camera can be used to capture a still image or a video. - What a computer is and that it has different uses (e.g.	Children will know: - That the colour and size of the pen tool can be changed. - That making different choices will achieve different outcomes.	Children will know: - That changes can be made to their pictures in a paint program by using the eraser icon. - That other tools can be used in a paint program to create a picture (e.g. shapes)

	iPad screen will cause something to happen.			find information, play games) • That information can be retrieved from computers/the internet. • That it can be important to follow instructions in the correct order to achieve a given outcome		
NEW VOCAB	on, off, screen, touch, press, twist, push, pull, look, gentle, careful, pen, draw, colour, button, icon, iPad, tablet, program, Purple Mash	wind, flick, tap, hold, change, first, next, then, finally,	control, instruction, forwards, backwards, sideways, turn, order	laptop, camera, mobile phone, photograph, video, stream, search, information, type/typing, online safety	tools, choice, pen size	shape tool, eraser/rubber
KEY INFORMATION FOR TEACHERS/ WHERE TO FIND MORE	Computing at School EYFS A collection of user guides for the tools found on Purple Mash. CPD options in Purple Mash – Teachers – Professional Development					



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EYFS RECEPTION

RECEPTION	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
THEME	Drawing skills	Robots	Technology around us	Photography	Mouse and trackpad skills	Keyboard skills
EYFS FRAMEWORK	Computing is not explicitly mentioned as part of the EYFS curriculum. At Eldon Primary School we have chosen to follow the Purple Mash <i>Early Years Computing Skills</i> guide in Reception to focus on the foundations of computing skills that will give children a sound basis to explore topics using technology and to be ready for progressing through the Computing curriculum. Familiarity with some of these skills will reduce the cognitive load on children in future learning and enable them to make progress more rapidly.					
CONTENT Purple Mash EYFS General Computing Skills	In this unit children will explore mark making using touch or mouse control on a device.	In this unit children will use programmable toys to help develop logical processing skills in terms of following and creating instructions and making predictions.	In this unit children will explore technology that is used at home, technology that is used outdoors and technology that is used in the world around them.	In this unit children will explore key features of photography, including taking and using their own photos on a digital device.	In this unit children will explore activities aimed at supporting them in developing the hand-eye coordination and fine-motor skills required to operate a mouse effectively.	In this unit children will experience simple typing, capital letters and function keys such as 'enter'.
SKILLS	- Select colours - Make purposeful marks on screen - Control pencil width - Use the undo button and the eraser correctly	- Input instructions purposefully to program a Bee-Bot - Input instructions as a sequence of a few steps - Plan a route for a Bee-Bot to follow	- Identify and talk about technology all around us - Use technology purposefully in role-play	- Take photos using devices - Take selfie images using the webcam in Mini Mash - Add saved photos to a template in Purple Mash	- Hold a computer mouse with finger on correct buttons - Move the mouse purposefully - Use click and drag purposefully - Use a trackpad	- Find all the letters of the alphabet on a keyboard - Put spaces between typed words - Type capital, lower case and numbers - Move to the next line when typing
KEY KNOWLEDGE	Children will know: - That tools in a paint program can be chosen and used for a specific purpose. - That most paint programs have an undo and eraser function.	Children will know: - That Bee-Bots can be controlled by inputting a sequence of instructions. - That the outcome of a sequence of instructions can be predicted.	Children will know: - That technology is the use of science to solve problems or make something easier. - That technology is used all around us at home, outdoors and in the wider world. - That technology has changed (advanced) over the years.	Children will know: - That photographs can be taken using different devices. - That photographs can be uploaded on to a computer. - That photos can be opened and used in different projects on Purple Mash.	Children will know: - That you use a mouse to make a cursor move around a computer screen. - That you use a mouse click and drag to move objects on a screen. - That a trackpad is part of a laptop that does the same job as a mouse.	Children will know: - That they can use a keyboard to type uppercase and lowercase letters. - That typed work can be corrected without redoing the work completely. - That different keys have different functions.

RETRIEVAL/ PRIOR LINKS	YN Sum 1: Know that making different choices will achieve different outcomes. YN Sum 2: Know that other tools can be used in a paint program to create	YN Aut 2, Spr 1 and Spr 2: Know that following a sequence of instructions will have an outcome. Know that Bee-Bots/controllable toys work by inputting instructions. Know that the Bee-Bots will move differently if you press different buttons. Know that it can be important to follow instructions in the correct order to achieve a given outcome		YN Spr 2: Know that different devices have similar and different uses. Know that a camera can be used to capture a still image or a video.		
NEW VOCAB (REMEMBER TO RECALL PREVIOUS VOCAB)	paint program, image, tools	robot, controllable, programmable, route, input, arrow, left turn, right turn	technology	digital, device, uploaded, save, saved, template, webcam, selfie	mouse, track pad, cursor, left click, right click	keyboard, typing, space bar, enter, delete, backspace
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