

HET Foundation Stage Computing Knowledge Progression

FS2 Computing				
FS2 Skills/ Knowledge		Stage 1 (30-50m/40-60m)	Stage 2 (40-60m/ELG)	Stage 3 (ELG/Exceeding)
<p><u>ELG:</u> Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</p>		<ul style="list-style-type: none"> Shows an interest in technological equipment Begins to use skill to make equipment work 	<ul style="list-style-type: none"> Selects and uses age-appropriate equipment, sometimes for a purpose 	<ul style="list-style-type: none"> Selects and uses age-appropriate equipment for a specific purpose
		<p>Possible resources</p> <p>Remote controlled toys Tablets – apps Role-play toys (hoover, toaster, kettle) Torches Traffic lights Pelican crossing</p>	<p>Possible resources</p> <p>Beebot (programmable toys) Camera IWB Computer/laptop Tablet Walkie talkies Digital scales Digital thermometer Food mixer CD player Intercoms and entry phones on buildings</p> <p>Resources at home</p> <p>Tablets, phones (apps), DVD player, TV remote control, Alexa, Siri, Google assistant, games consoles, face time, skype</p>	<p>Possible resources</p> <p>Beebot and mat (decoding) Recordable devices (pegs, speech bubbles) Tablet Pedometers Timers</p>
		<p>Vocabulary</p> <p><i>On, off, forwards, backwards, push, press</i></p>	<p>Vocabulary</p> <p><i>Turn, swipe, zoom, mouse, cursor, screen, keyboard, password, display, app, skip, play, pause</i></p>	<p>Vocabulary</p> <p><i>Record, programme, left, right, sequence, clear, code</i></p>

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