**Northern Counties School – Curriculum Map A**

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| **Computing** | **Computing - continued** |
| **Pupils are given opportunities to:**  Show simple reflex responses to sudden unfamiliar stimuli (C1)  Show simple reflex responses to familiar events (C2)  Accept and be comforted by appropriate physical contact (C3)  React to new activities and experiences (C4)  Begin to show interest in people, events and objects (C5)  Accept and engage in coactive exploration (C6)  Communicate consistent preferences and affective responses (C7)  Recognise familiar people, events and objects (C8)  Begin to respond to sounds or on screen movement patterns (C9)  Perform actions, often by trial and improvement, and remember learned responses over short periods of time (C10)  Cooperate with shared exploration and supported participation (C11)  Seek attention through eye contact, gesture or action (C12)  Request events or activities (C13)  Participate in shared activities with less support (C14)  Sustain concentration for short periods (C15)  Explore materials in increasingly complex ways (C16)  Observe the results of their own actions with interest (C17) | **Cont’d**  Remember learned responses over more extended periods (C18)  Greet known people and may initiate interactions and activities (C19)  Remember learned responses over increasing periods of time and may anticipate known events (C20)  Respond to options and choices with action or gestures (C21)  Actively explore objects and events for more extended periods (C22)  Apply potential solutions systematically to problems (C23)  Make selections to generate familiar/preferred sounds or images (C24)  Show recognition of images or activities (C25)  Show anticipation in response to familiar events or routines or actions (C26)  Observe the result of their own actions (C27)  Know that certain actions produce predictable results (C28)  Remember the purpose of equipment over a period of time (C29)  Request ICT activities (C30)  Sustain concentration for more than two minutes (C31)  Look from switch to screen or from switch to object to observe the results of actions (C32)  Activate a switch intentionally (C33)  Track movements on a screen (C34) |