

Reception Computing Curriculum



Autumn		Computing systems and networks: Using a computer
EYFS	Computing through continuous provision	- What a keyboard is and how to locate relevant keys. - Learning to log in and out. - Learning what a mouse is and developing control when using a mouse. - Developing basic mouse skills, including moving and clicking, and using an online paint tool. - Mouse clicking and dragging.

Spring	Programming: All about instructions	Computing systems and networks: Exploring hardware
EYFS	- Following and giving instructions. - Instructions for dressing up. - Debug a set of instructions. - Predict the outcome for a set of instructions.	- Explore a range of hardware and relevant vocabulary. - Familiar places where technology is used. - Operate a basic camera and create a gallery.

Summer	Programming: Programming Bee-Bots	Data handling: Introduction to data
EYFS	- Use directional arrows and follow a simple sequence of instructions. - Experiment with Bee-Bots. - Simple Bee-Bot programming. - Follow an algorithm and learn debug instructions when things go wrong. - Programme a Bee-Bot.	- Sort and categorise. - Use and create yes/no questions in branching databases. - Interpret basic pictograms.