Computing FS1 and FS2

Outcomes: Examples of links to computing

Looking for patterns and creating patterns—Maths

Looking for similarities and differences—Maths

Describing position and direction—Maths

Talking through their ideas and describing what they have done—CCL and EAD

Using sequential language and describing events in detail—CCL

Using non-fiction texts—Literacy

Finding information about subjects using non-fiction information—UOW and Literacy

Making plans and setting goals—working to achieve those goals—Characteristics of Effective Learning

Computing in Topics

Journeys

Houses in the Past

Our Community

Patterns

Festivals

Mini beasts

Word Bank

Technology, computer, push, pull, open, shut, press, button, switch, mouse, screen, keyboard, headphones, app, camera, tablet, laptop, phone, microphone, names of common tech found in homes, robot, instruction, program, Ipad, tablet, desktop, mouse, select, internet.

Possible Experiences

Exploratory play

Using cameras to take photos

Using iPads to record videos

Play with push button and wind up toys

Using Smartboard and Paint to create art with technology

Technology hunt around school

Programming Beebots

Using Ipads and class computer to access age appropriate apps and games to support learning.

Key Knowledge

Demonstrates ability to make different toys work by pushing buttons, lifting flaps etc

Interacts with age-appropriate software

Able to complete a simple program e.g; send a Beebot in a desired direction

Names common technology found at home and at school

Demonstrates using technology for purpose e.g; Selects camera to take photo

Thinks about uses of technology e.g; Takes photo to make a record of an event

Understands that information can be retrieved from a computer .

Know that technology can be used to create pictures.