

Nursery to Reception Progression and Knowledge Organiser — Computing



England Class Nursery	EYFS Curriculum: Development Matters — 3 to 4 year olds Word Reading Can recognise and match picture labels and silhouettes to objects in the environment in books, pictures or when playing using digital devices Past and Present Can remember and share recent events they have been part of — using technology to share experiences with others The Natural World Responds to experiences and explorations of why things happen and how things work in the natural world. Uses technologies with support to find out about the world around them						
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Curriculum Coverage (Examples)	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
	Seabran & TuxPaint Draw a person on whiteboard. Explore Info Library/Internet re Harvest Festival Halloween Places in the community.	Chn to research internet who helps us in the community. Search library for factual books. Little City Visit	Use digital devices to inform the children, use a mouse and keyboard. About Diwali Bonfire Day Christmas Chn to find info and print.	Research recipes online and library and cookbooks at home to create a healthy eating activity.	Look up how to grow a sunflower. Design a leaflet with instructions. Research books & internet to learn how to grow and look after plant in the nursery garden.	Look up how children around the world go to nursery. What they wear, eat and resources used.	
Key Vocabulary	Picture, computer, iPad, tablet, photograph						

Wales/Scotland	EYFS Curriculum: Development Matters — Understanding the World						
Classes	• Chooses to independently make observations of the natural world through taking photographs						
Reception	• Can demonstrate a developing knowledge of a diverse ecology from the wider community e.g. country parks and larger towns.						
	• Knows that the environment and living things are influenced by human activity. Can describe some actions that people in their own community do that helps to maintain the area they live in. Finds out about and uses a range of technology to support their understanding.						
Curriculum	continuiting do that it	•	they live iii. I iiius out t			<u> </u>	
Coverage		Kapow: Using a computer	Kapow – instructions	Kapow – using hardware	Kapow - Beebots	Kapow – Introduction to Data	
(Examples) Key Vocabulary		1					
Key Vocabulary	Keyboard, beebot, type, mouse, direction, route, group, category, sort						

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EYFS Curriculum:

Children are provided with opportunities across all seven areas of the EYFS curriculum to be active, playful, explorative, critical and creative when using technology. We will find purposeful ways for our children to create with video, photographs, digital images, sound recordings and control devices like floor robots. Children will also learn the social skills and rules when using devices and the internet.

Children will;

- develop listening skills, problem-solving abilities and thoughtful questioning
- improve subject skills and enter year 1 with a strong foundation knowledge
- take photographs with a camera or tablet use technologies such as tablets, iPads, computers or interactive whiteboards to watch video clips, listen to music or play games
- explore keyboards and mice
- use a Beebot

Progression of Vocabulary: These are skills expected by the end of Reception Year, and will be built towards across Nursery and Reception.						
	Programming	Data Handling	Multimedia	Technology in our Lives	Online Safety	
Nursery	I can give and follow	I can tell you about	I can move objects on	I understand the main parts of	I can ask an adult when I want to use	
	instructions	different kinds of	a screen	a computer and how to use	the internet	
П		information such as		them		
	I can make a floor	pictures, videos,	I can create shapes		I can tell an adult if something	
	robot move.	text and sound	and text on a screen	I can take a picture	worrying or unexpected happened	
					while I am using the internet	
	I can use simple		I can use technology	I can tell you about		
	software to make		to show my learning	technology that is used at	I can be kind to my friends	
↓	something happen.			home and at school		
, v					m I can talk about the amount of time $ m I$	
Reception	I can make choices	I can sort and		I can operate simple	spend using a computer, tablet or	
	about the buttons	categorise data		equipment	game device	
	and icons I press,					
	touch or click on			I can use a safe part of the	I am careful with technology devices.	
				internet to play and learn		