#### Curriculum Intent

The intent of our curriculum is that it will secure our vision that at Nyewood Church of England Infant School our children are confident, happy and independent learners who take an active role together in God's world.

#### **Computing Intent**

At Nyewood CE Infant School children will be able to use technology safely and logically to communicate, learn, understand and become active participants in God's evolving digital world. See separate Progression of Knowledge and Skills document for Internet Safety.

EYFS						
Knowledge and Skills Area	Emerging Towards Expectations	Working At Expectations  Autumn/Spring/Summer Term	<b>Exceeding</b> Expectations			
Using	Children know that technology is used in school. The names of some common technology.  Children can	Children know that technology is used in school. The names of everyday technology.  Children can	Children know that technology is used in different places e.g. in school The names of a range of technologies.  Children can			
technology across the curriculum	Complete a simple game or program, with support.  Select and use simple technologies in schools, with support.  Name the basic features of common technologies.  e.g. "This is a camera."	Complete a simple game or program.  Select and use technologies in schools.  Understand the basic features of common technologies.  e.g. "The button on the camera takes the photo."	Complete a simple game or program with an understanding of simple components/ buttons/ steps.  Select and use technologies in schools.  Understand and begin to explain the basic features of different technologies.  e.g. "The button on the camera takes a photo."			
Key Vocabulary	Technology, buttons, press, swipe, on/off, us	e, online, purpose, iPad, Beebot, laptop, camera, Easi-speak,	Interactive Whiteboard, game, program			

Year 1					
Knowledge and Skills Area	Emerging Towards Expectations	Working At Expectations	Exceeding Expectations		
	Autumn Term				
	Children know	Children know	Children know		
Using	that technology is used in different places e.g. in school.	that technology is used in schools and in homes.	that technology is used in schools and in homes.		
	The names of a range of technologies.	where technologies are typically found.	where technologies are typically found.		
Technology		Children can	Children can		
	Children can	Select and use technologies in schools and at home, and	Select and use technologies in schools and at home, with		
	Select and use technologies in schools.	begin to explain their purpose.	an understanding of their purpose.		
	Understand and begin to explain the basic features of different technologies.	Understand and begin to explain features of different technologies.	Understand and explain features of different technologies.		
			e.g. "I am using a camera to take a photo. The button on		
	e.g. "The button on the camera takes a photo."	e.g. "I am using a camera to take a photo. The button on the camera takes a photo."	the camera takes a photo."		
	Spring Term				
	Children know	Children know	Children know		
Being Digitally Literate	How to create digital content.	How to retrieve digital content.	How to retrieve digital content.		
	Children can Begin to use technology purposefully to	How to create digital content.	How to create digital content.		
	create digital content.	Children can Use technology purposefully to create digital content.	How to manipulate digital content.		
			Children can		
		Use technology purposefully to retrieve digital content.	Use technology purposefully to create digital content. Use technology purposefully to manipulate digital content Use technology purposefully to retrieve digital content.		
	Summer Term				
	Children know	Children know	Children know		
	That an algorithm is similar to a set of instructions for technology.	That an algorithm is similar to a set of instructions for technology and needs to be clear and precise.	That an algorithm is similar to a set of instructions for technology and needs to be clear and precise.		
Programming		2.11	2.11		
2	Children can Complete a simple game or program with an understanding of simple components/	Children can Use a set of instructions (linked to algorithm).	Children can  Create an algorithm using technologies and explain what an algorithm is.		
	buttons/ steps.	Begin to create an algorithm using technologies and explain what an algorithm is.	Recognise when an algorithm has gone wrong.		
Key Vocabulary		reate, retrieve, digital content, digitally literate			

	Year 2					
Knowledge and Skills Area	Emerging Towards Expectations	<b>Working At</b> Expectations	<b>Exceeding</b> Expectations			
	Autumn Term					
Using Technology	Children know that technology is used in schools and in homes. where technologies are typically found.	Children know that a wide range of technology is used in schools and in homes. where technologies used in homes and school are typically found.	Children know that a wide range of technology is used in a variety of contexts (e.g. home, school, community) and can talk about these. where technologies used in a variety of contexts (e.g.			
	Children can Select and use technologies in schools and at home, with an understanding of their purpose.  Understand and explain features of different	Children can Select and use a range of technologies in schools and at home, with an understanding of their purpose and giving reasons for this.  Understand and explain a range of features of different	home, school, community) are typically found.  Children can  Select, use and compare a range of technologies in a variety of contexts, with an understanding of their purpose and giving reasons for this.			
	technologies.  e.g. "I am using a camera to take a photo. The button on the camera takes a photo."	technologies.  e.g. "I am using a camera to take a photo. You can take a photo by pressing this button and it saves it. To delete the photo you do this"	Understand and explain a range of features of different technologies, and make connections when necessary.  e.g. "I am using a camera to take a photo. You can take a photo by pressing this button and it saves it. You can also take photos on the iPads but you do it differently"			
	Spring Term					
	Children know How to retrieve digital content. How to create digital content.	Children know  How to retrieve digital content.  How to create digital content.	Children know Confidently the different features of different technologies and software and how they can be used.			
Being Digitally	How to manipulate digital content.	How to manipulate digital content.	Children can Use technology purposefully to create digital content to achieve a desired outcome, and talk about my choices.			
Literate	Children can Use technology purposefully to create digital content.	How to organise digital content.  How to store digital content.	Use technology purposefully to manipulate digital content to achieve a desired outcome, and talk about my choices.			
	Use technology purposefully to manipulate digital content.	Children can Use technology purposefully to create digital content.	Use technology purposefully to retrieve digital content to achieve a desired outcome, and talk about my choices.			
	Use technology purposefully to retrieve digital content.	Use technology purposefully to manipulate digital content.	Use technology purposefully to organise digital content to achieve a desired outcome, and talk about my choices.			
		Use technology purposefully to retrieve digital content.				

		Use technology purposefully to organise digital content.  Use technology purposefully to store digital content.	Use technology purposefully to store digital content to achieve a desired outcome, and talk about my choices.		
	Summer Term				
Programming	Children know That an algorithm is similar to a set of instructions for technology and needs to be clear and precise.  Children can Create an algorithm using technologies and explain what an algorithm is.  Recognise when an algorithm has gone wrong.	Children know What algorithms are and how they are implemented as programs on digital devices.  What logical reasoning is.  Children can Create an algorithm using logical reasoning to program technologies e.g. Beebots/Scratch.  Use logical reasoning to predict the behaviour of simple programs.  Recognise when and explain how an algorithm has gone wrong.	Children know What algorithms are and how they are implemented as programs on digital devices.  What logical reasoning is.  Children can Create algorithms using logical reasoning, to program technologies, and explain my choices with reasons.  Use logical reasoning to predict the behaviour of simple programs, not just those they are familiar with.  Recognise when and explain how an algorithm has gone wrong.  Fix an algorithm when it has gone wrong by debugging simple programs.		
Key Vocabulary	Manipulate, save, store, debug, software, har	dware, organise, precise, logical reasoning, delete			