Woolgrove Curriculum Skills and Knowledge

Area of the Curriculum – Understanding the World (Computing)

	Skills	Knowledge
EYFS **UW –** **Technology**	• Access online content with adult support • Intentionally explore digital devices • Can control a specific aspect of their environment using technology with adult support • Make an intentional choice between a limited selection of digital resources • Make something happen intentionally on a digital device • Recognise that an action produces a predictable result • Can follow a single instruction to operate a digital device	• Aware they can cause a reaction through cause and effect • Recall cause and effect actions • Understand different devices have different content • Identifying different devices
Pre-Formal **Semi-Formal 1**	Refining of skills and knowledge taught in EYFS – experiences provided through Child initiated Learning opportunities, Prime Areas of the Curriculum (Physical Development, Communication and Language and Personal, social and Emotional Development) the Life skills and Sensory curriculum	
Semi- Formal 2	• Use technology to explore and access content or operate a digital device to fulfil a familiar task • Make an intentional choice between a selection of digital resources or devices • Follow an instruction when operating a range of digital devices or to control digital devices • Recognise that there are different technologies that serve different purposes • Can find information on familiar websites • Practise fine motor skills associated with controlling a range of devices • To ask adults for help if worried or have problems accessing information	• Understands that logical reasoning is needed to predict the behaviour of simple programs (beebots) • Understand they can use technology purposefully to simple create documents (typing short text, creating artwork) • Name a range of devices and understand which fine motor skills are needed to control which device (iPad, mouse, keyboard) • Understand that they can create digital content • Knowing who to approach if worried or unsure when using technology
Formal **NC KS1** **Computing** **(2019)**	• Create their own simple digital content on a range of devices • Choose the appropriate technology to fulfil a given task • Give a set of instructions to control a range of digital devices and debug errors • Recognise simple examples of when and why people use technology • Be able to retrieve and edit digital content • Can find information on the internet using a basic search • Consolidate fine motor skills associated with controlling a range of devices • Use technology safely and respectfully, keeping personal information private • To access, save and retrieve information from a range of different devices	• Understand what algorithms (instructions) are and how they are implemented as programs on digital devices • To know how to create and debug simple programs • Know that technology can be purposefully used to create, organise, store, manipulate and retrieve digital content • Recognise common uses of information technology beyond school • Understand a range of functions needed to control which device (capital letters, shift, arrows etc) • Aware that some information can be private or public and that some online content is inappropriate • Identify where to go for help and support when they have concerns on a device • Demonstrate understanding that information and media can be stored on a digital device