

Computing

	Computer Science
EYFS 3-4 Year olds	
EYFS ELG	
National Curriculum	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.
	Create and debug simple programs.
	Use logical reasoning to predict the
	behaviour of simple programs.
	Computer Science
EYFS 3-4 Year olds	Know that pressing buttons makes things happen on technology.
Reception statements	Know that iPads, computers, telephones are technology. Know that pressing a particular app icon will open a particular app/program. Know that pressing buttons on a Beebot will make it move. Know that different buttons make the Beebot move in different ways.

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Year 1	Year 2
Programming A – Moving a Robot	Programming A – Robot algorithms
Know that an algorithm is a set of clear, precise	Know that instructions need to be in the correct
and ordered instructions.	sequence.
Know that there are command buttons that can	Know how to make decisions using logical
make a Beebot move forward, backward, left and	reasoning to predict what will happen.
right.	Know that artwork can be used in a program and
Know that the Beebot is programmed using an	know how to design their own and test them in
algorithm.	their program.
To use what they have learnt to predict the	Know that the process of finding and fixing errors
outcome of the program.	in their algorithms and programs is known as
Know that a range of information can be	debugging.
encountered online and understand that we can	Know that copyright and ownership mean that
talk to trusted adults if we feel sad or worried	work created by a person is owned by them and
about something we have seen.	cannot be copied without permission.
	Know that avatars are a way that people can
	look different online.
	Know how to get help if using apps, playing
	online games or using websites has made you
	feel sad, worried or frightened.
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