

Cardinham School EYFS - Understanding the World



Intent

Through 'Understanding the World' children learn about technology around them and how it supports everyday tasks. Children develop them confidence with using technology and can do so safely. Children begin to program simple instructions and start to understand and interpret data.

Sequence of EYFS Learning

Nursery

Children begin to explore using a range of technology (iPads, Beebots) confidently and safely.

Reception Autumn

Network & Systems: Using a Computer

Learn what a keyboard is and how to locate relevant keys.

Learn to log in and out.

Learn what a mouse is and develop control when using a mouse.

Developing basic mouse skills, including moving and clicking, dragging and using an online paint tool.

Reception Spring 1

<u>Programming:</u> About Instructions

Follow instructions as part of practical activities and games.

Learn to give simple instructions.

Combine following and giving instructions within a game situation.

Learn to 'debug' instructions by reviewing their clarity.

Learn that an algorithm is a set of instructions to carry out a task in a specific order.

Reception Spring 2

Network & Systems: Exploring Hardware

Pupils explore and tinker with different hardware.

Children learn where technology is used in places around the school.

Children learn to operate a basic camera in the classroom and around school.

Children take photographs for purpose and create a class gallery.

Reception Summer 1

Programming: Bee-Bots

Children learn the meaning of directional arrows and follow a simple sequence of instructions.

Children learn how to give simple commands to the Bee-Bot to complete a challenge.

Children follow an algorithm as part of a game and debug when instructions go wrong.

Reception Summer 2

<u>Data Handling:</u> <u>Introduction to Data</u>

Children sort and categorise objects.

Children sort themselves into groups based upon given categories.

Children respond to Y/ N questions as an introduction to branching databases.

Children learn branching databases through physical sorting and categorising.

Children learn to interpret basis pictograms.

Key
Stage
1
Computing
Ready

Vocabulary

Computer, Monitor, Keyboard, Mouse, Log in/out, Left/right click, Arrow, Cursor, Drag, Move, Drop, Paint, Stamp, Protect, Password, Private, Secure, Security, Lock, Personal Instructions, two-part instructions, algorithm, sequence, predict, prediction, order, next, last, first, second, third

Buttons, USB Stick, Hard drive, Memory, Technology, Power, Electricity, Camera, iPad, Tablet, Lens, Capture, Image, Gallery, Photographer, Blurred, Blurry, Crisp, Clear, Shoot Forward, Backwards, Arrow, Direction, Turn, Straight on, Directions, Route, Program, Circle, Debug

Sort, Categorise, Category, Group, More, Less, In total, Altogether, Share, Divide, Branch Database, Pictograms, Most./least popular, record, collect, data, row, column