

Computer Science	Information technology	Digital Literacy
<p><u>Programming:</u> Follow instructions as part of practical activities and learning to debug when things go wrong</p> <p>Learning to give simple instructions</p> <p>Learning that an algorithm is a set of instructions to carry out a task, in a specific order</p> <p>Experimenting with programming a bee-bot/blue-bot and learning how to give simple commands</p> <p>Learning to debug instructions, with the help of an adult, when things go wrong</p> <p>Computational thinking: Using logical reasoning to read simple instructions and predict the outcome</p> <p><u>Hardware:</u> Learning how to operate a camera to take photographs of meaningful creations or moments</p> <p>Learning how to explore and tinker with hardware to develop familiarity and introduce relevant vocabulary</p> <p>Learning how to operate a camera</p>	<p><u>Using data:</u> Representing data through sorting and categorising objects in unplugged scenarios</p> <p>Representing data through pictograms</p> <p>Exploring branch databases through physical games</p> <p><u>Using email and the internet:</u> Participate in group image searched, led by the teacher</p> <p><u>Using software:</u> Using a simple online paint tool to create digital art</p>	<p>Recognising that a range of technology is used in a variety of contexts</p> <p>Learning to log in and log out</p> <p>When using the internet alongside an adult, or independently, learning what to do if they come across something that worries them or makes them feel uncomfortable</p>

<p>Recognising that a range of technology is used in places such as homes and schools</p> <p>Learning what a keyboard is and how to locate relevant keys</p> <p>Learning what a mouse is and developing basic mouse skills, such as moving and clicking</p>		
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