St Antony's Catholic Primary School EYFS Computing Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Following rules & understanding why they are important	Use passwords to access devices Talk about the images on a website and who they belong to Use play technology (e.g. toy mobile phones) to role play speaking nicely to one another	Discuss how technology is used at home and in school Understand that the internet can be used to play and learn Recognise purposes for using technology at home and in school (e.g. TV for watching movies; interactive whiteboard for showing work in school	Explore how things work Children to use recording devices to say something about themselves or express their ideas Listen to stories, music, watch animations using digital devices Ask the children to choose a website appropriate for an activity Ask the children to match images to a sound Supervise the children choosing appropriate images for a specific purpose (e.g. images of trains)	Provide opportunities for children to use a range of devices such as cameras, mobile devices and audio recording devices. Can use a camera, sound recorder or mobile device, or iPad to collect photographs and/or sound	Explore Imaginative and creative play with technology Provide opportunities for children to explore a range of computer applications, e.g. drawing apps, age-appropriate games. Play with imaginary technologies in role -play
Reception	Online Safety & understanding sensible amounts of screen time	Ask the children what they know about themselves – e.g. names and where they live Tell and discuss stories with morals and stranger danger Discussion on how & why we use passwords	Understanding programming & debugging. Ask the children to 'program' each other to find hidden objects (programming) Play Simon Says (algorithms/debugging)	Show resilience and perseverance in the face of a challenge (Algorithms) Ask the children to come up with a set of instructions (pictures of arrows) to navigate a partner around a simple obstacle course in PE (algorithms)	Be confident to try new activities & show independence, resilience & perseverance in the face of challenge. Take a simple 'problem' and split it into smaller steps e.g- to dress a teddy (computational thinking - decomposition) Explore playing with programmable toys (e.g. Bee bots, remote controlled cars etc.) (programming)	Safely use a range of small tools and techniques Encourage children to operate devices and equipment in school, sometimes with adult support Tour the school photographing the various ICT equipment Encourage children to speculate about why things happen or how things work Model how to and support the saving and retrieval of children's work

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