Dimple Well Infant School and Nursery Computing Long Term Plan National Curriculum Objectives

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	-Seeks to acquire basic skills in turning on and operating some ICT equipment. -Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.		-Knows how to operate simple equipment e.g. turns on CD player and uses remote control. -Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.		-Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. -Knows that information can be retrieved from computers	
Upper Foundation	-Completes a simple program on a computer. -Uses ICT hardware to interact with age-appropriate computer software.		-Children recognise that a range of technology is used in places such as homes and schools. -They select and use technology for particular purposes		-Children find out about and use a range of everyday technology. -They select appropriate applications that support an identified need.	
Year 1	-Recognise common uses of information technology beyond school		-Use technology purposefully to create, organise, store, manipulate and retrieve digital content -Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		-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	
Year 2	-Recognise common uses of information technology beyond school -Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		-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		-Use technology purposefully to create, organise, store, manipulate and retrieve digital content	