

RECEPTION 2021-2022

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Osbox And Project Evolve	Link with Protective Behaviours: Activity: 1, 2, 3, 4, 5 Feelings, Network hand, Smartie the Penguin		Activity: 8, 9 Emotions, Digiduck (original story) Evolve: Me and my Avatar		Recap of previous sessions as needed by cohort. New Digiduck story Evolve: Privacy and Security	
What is a computer? Key skills.	Use different digital devices. - Recognise that you can access content on a digital device. - Use a mouse, touchscreen or appropriate access device to target and select options on screen. - Recognise a selection of digital devices. - Recognise the basic parts of a computer, e.g. mouse, screen, keyboard. - Select a digital device to fulfil a specific task, e.g. to take a photo.					
Presenting Information & Multimedia	Use technology to explore and access digital content. Operate a digital device with support to fulfil a task. Create simple digital content, e.g. digital art. Choose media to convey information, e.g. image for a poster.					
Data	Access content in a range of formats, e.g. image, video, audio. Answer basic questions about information displayed in images e.g. more or less. Collect simple data (e.g. likes/dislikes) on a topic. Can present simple data using images, e.g. number of animals.					
Programming & Algorithms	Explore technology. Repeat an action with technology to trigger a specific outcome. Recognise the success or failure of an action. Follow simple instructions to control a digital device. Recognise that we control computers. Input a short sequence of instructions to control a device.					
PROVISION	HAD: Walkie Talkies, microphones (broken and need replacing) GOT: Some digital magnifiers (need to get them working) Torches, Beebots, Talking Tins, old phones in role play Acorns also have Cubetto and remote control cars					