

# Using a Computer



## EYFS Knowledge & Skills



**Keyboards**  
Learning what a keyboard is and how to locate relevant keys.



**Logging in and out**  
Learning to log in and out.



**Mouse Control**  
Learning what a mouse is and developing control when using a mouse.



**Mouse Control - clicking**  
Developing basic mouse skills, including moving and clicking and using an online paint tool.



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

# All about Instructions



## EYFS Knowledge & Skills



**Following Instructions**  
The class follow instructions as part of practical activities and games.



**Giving simple instructions**  
Learning to give simple instructions.



**Dressing up instructions**  
The children follow instructions as part of a dressing up game and learn to give simple instructions.



**Debugging instructions**  
The children follow instructions as part of a dressing up game and learn to give simple instructions.



**Predictions**  
Pupils learn that an algorithm is a set of instructions to carry out a task, in a specific order. They use logical reasoning to read simple instructions and predict the outcome.

# Exploring Hardware



## EYFS Knowledge & Skills



**Exploring hardware tinker tray**  
Pupils explore and tinker with different hardware and are introduced to the relevant vocabulary



**Real world tinker tray**  
Children explore and tinker with hardware and identify where technology is used in places that they are familiar with, such as homes and school.



**Pictures of play**  
Children learn to operate a basic camera to take photographs of their independent play



**Picture walk**  
Children further develop their photography skills, taking photographs of their discoveries on a walk around the school grounds.



**Class photo album**  
Working with an adult, children take selfie photographs to create a class gallery

# Programming Bee-Bots



## EYFS Knowledge & Skills



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



**Introducing Bee-Bot**  
Children experiment with programming a Bee-Bot/Blue-Bot and tinker with hardware to develop familiarity and introduce relevant vocabulary.



**Simple Bee-Bot programming**  
Children experiment with programming a Bee-bot/Blue-bot and to learn how to give simple commands.



**Understanding algorithms**  
Children follow an algorithm as part of an unplugged game and learn to debug instructions when things go wrong



**Programming a Bee-Bot**  
Experimenting with programming a Bee-Bot/Blue-Bot and learning how to give simple commands. Understanding how to debug instructions, with the help of an adult, when things go wrong.

# Introduction to data



## EYFS Knowledge & Skills



**Loose parts play**  
Children sort and categorise objects.



**Sorting ourselves**  
Children sort themselves into groups based upon given categories and then independently



**Yes or no?**  
Children respond to yes/no questions as an introduction to branching databases.



**Creating a branching database**  
Children learn branching databases through physical sorting and categorising.



**Exploring pictograms**  
Children learn to interpret a basic pictogram.