

# Normanton-on-Soar Primary School and Nursery

## Computing in the Early Years Overview and Outcomes

We believe that it is important to provide our youngest learners with a wide range of opportunities to use, explore, learn about and learn through technology in order for them to develop their understanding of our 'technologically diverse world'.

We need the next generation to be able to use technology creatively and imaginatively to solve problems that we haven't even envisaged yet. We need them to be able to enter into complex ethical and moral debates about our use of technology. We need them to be able to articulate and communicate their ideas to diverse audiences. We need them to believe and understand that they have the power to change the world. These strong beliefs and motivations need to be nurtured and embedded at the earliest possible opportunity.

We develop key Computational Thinking skills through a range of everyday, practical experiences, as suggested by the [Barefoot Resources](#) and guidance for teachers. In Nursery, opportunities to use technology are embedded and threaded throughout every topic and pupils become very familiar with tech in and around school including use of smart boards, ipads and beebots. In Reception, we deliver a themed focus each half term through adult-directed and play-based activities. The EYFS Computing at NOS document has further information.

By the end of their time in our Foundation Stage, we intend our learners to be secure in the following areas (sub-headings relate to NCCE Teach Computing curriculum):

By the end of Nursery	By the end of Reception
Computer Systems and Networks:	Computer Systems and Networks:
I can use a touchscreen to open and close apps I can ask an adult to help me with technology I can find my way around an online game I can take turns on a digital device I can talk about different digital devices	I can use technology to help me learn about the world I can ask questions about different digital devices I can answer questions about what I am doing with a range of technology I can find the letters of my name on a keyboard I can click and drag on a smartscreen I can talk about what might stop a device working
Creating Media:	Creating Media:
I can take a photograph I can complete a drawing on the smartscreen I can make music on an iPad using an app I can use pretend technology in my role play	I can use a digital device to make pictures, videos and music I can talk about what I am doing on the iPad I can record my voice on a digital device
Data and Information:	Data and Information:

I know passwords help keep information safe on a digital device	I can collect information and make a pictogram I can use a pictogram to help me answer questions I can count, sort and group information
Programming:	Programming:
I can make toys work using buttons/switches I can follow a simple algorithm I can put simple instructions in order I can create a sequence of instructions	I can plan a route for a friend or robot I can code a robot to go to a certain place I can debug an algorithm or some code
Online Safety: I can tell a trusted adult if something on the screen upsets me I can stop using a digital device when my timer runs out I can talk about ways to stay safe when I am using a digital device <i>Project Evolve used for Online Safety lessons</i>	
Computational Thinking skills: I can persevere I can think logically about a problem I can work with a partner to solve a problem	