Computing - Nursery – Computer Science

Key Vocabulary

Electronic, electric, on, off, switch, turn, buttons

Key Knowledge

Children can be taught key knowledge by following the steps below:

1. Recall rules discussed earlier on the year when using technological equipment.
2. To play 'unplugged' games which include specific instructions
3. To discuss electronic toys that pupils might have at home
4. Pupils explore how a range of electronic toys work

Prior Knowledge –

- Pupils may have used electronic toys and devices at home.
- Pupils may have experienced playing electronic games.
- Pupils will have completed Computing units on Digital Literacy and Information Technology

Suggested Activities

- Play Simon Says – adult directed
- Pupils explore playing Simon Says with each other
- Explore turning a Bee Bot on and off and what the buttons do
- Pupils explore a selection of small electronic toys, which require buttons to be pressed in order for a function to be achieved

This will lead to . . .

- PD - Develop their small motor skills so that they can use a range of tools competently, safely and confidently.

Development Matters 2020 – Nursery

- UW - Explore how things work.
- PD - Match their developing physical skills to tasks and activities in the setting.