# Ashtree Primary School and Nursery Medium Term Plan for Computing

## Computing - Reception – Computer Science

### Key Vocabulary

online, electronic, devices, coding, forwards, backwards, sideways, left, right

### 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. Pupils follow simple instructions in the way that a Computer program would
3. Pupils follow simple instructions when using technology
4. Pupils use simple computer programs
5. Pupils are introduced to Chromebooks

### Key Skills

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

### Prior Knowledge –

- Pupils will have followed simple instructions given to them by adults
- Pupils will have completed work on positional language as part of the maths curriculum before completing this Computing unit.

### Development Matters 2020 – Nursery

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

## Suggested Activities

- Pupils play 'Human Robots.' They give a partner instructions to help them move around the room and collect specific items.
- Use a twister mat, and play Human Robots, to move a partner from one side of the mat to the other side
- Pupils use Bee Bots to explore giving instructions to a floor turtle
- Pupils find their name on a Chromebook and have a go typing it onto the screen
- On Purple Mash, pupils play the Arrow Keys Game (Teachers, Computing Scheme of Work, Reception, General Computing Skills)
- On Purple Mash, pupils play the Mouse Finder Game ((Teachers, Computing Scheme of Work, Reception, General Computing Skills)

## This will lead to . . .

ELG - PSED

- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

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Year 1

- Pupils know that an algorithm is a set of instructions.
- Pupils know that an algorithm for a computer is called a program.
- Pupils learn to program a basic floor turtle such as a BeeBot.
- Pupils learn to program an onscreen app such as 2go.
- Pupils are able to de-bug their instructions.
- Pupils can make logical attempts to fix the code.
- Pupils begin to read code.