



STANBRIDGE LOWER SCHOOL

New National Curriculum 2014 - Programmes of study

Digital, Computing and ICT Curriculum

Reception

EYFS Early Learning Goal 15: Technology

Expected: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Exceeding: Children find out about and use a range of everyday technology. They select appropriate applications that support an identified need - for example in deciding how best to make a record of a special event in their lives, such as a journey on a steam train.

Digital Productivity

- Use a range of apps and programmes to explore and play: eg dance programmes (Go Noodle), Espresso, Busy things website.
- Use a range of digital equipment such as Bee Bots, other control toys, cameras, recording devices, laptops, ipads, interactive whiteboards - these should be available for the children to use freely within the context of play in the classroom environment selecting appropriate items for their suggested purpose.

Digital Creativity

- In context of play - children will be encouraged to take photographs, videos, recordings of their play
- In play children will learn keyboard skills to type such things as stories, lists, captions
- In play children will develop mouse control, touch screen, drag and drop skills, use of arrows to issue simple computer commands
- In play children will research information with the teacher to find information to answer a question raised , eg to find out what animals live on a farm,

Digital Citizenship and Technology

- Teacher talks about how to use equipment safely and sensibly in play.
- Teacher models safe use of the internet when working with children online.

Computing

- Programmable toys
- Control toys
- Bee Bots