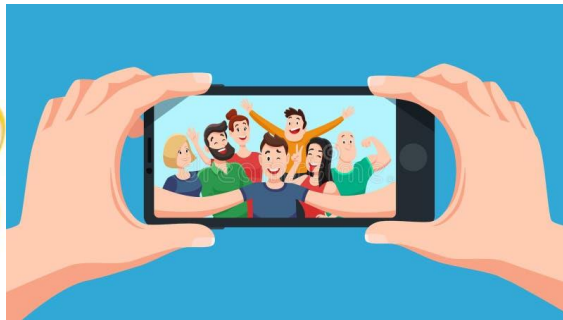


Early Computing - Nursery

The Prime Areas of Learning (Personal, Social and Emotional Development, Communication and Language and Physical Development) underpin and are an integral part of children's learning in all areas, including Computing.

Playing and Exploring: children investigate and experience things, and 'have a go'.

Active Learning: children concentrate and keep on trying if they encounter difficulties and enjoy their achievements for their own sake.



What children will experience:

Playing with buttons, switches, torches, friction toys, wind up toys, pop up toys

Using simple real world technology

Building patterns with blocks, loose parts

Using technology in role play eg phones, remote controls

Sequence events first, next, last

Completing simple puzzles

Predicting outcomes, what will happen if?

Taking photos

Using simple drawing apps

An understanding of online safety and the importance of being with an adult and telling an adult

Programmable toys

Words children will hear:

computer	tablet	phone	app
laptop	i-pad	game	screen
touch	camera	keyboard	button

remote control	Alexa	Google	You tube
press	tap	swipe	click
Stop	go	pull	push
change	choose	make it work	pattern
first	next	then	last
forwards	backwards	turn	problem
fix	Can you fix it?	What might happen?	start
finish	safe	Share with a grown up	tell somebody
Scared/frightened	Take a photo	sound	picture
music	video	picture	ask
safety	photograph	technology	movement
online	selfie	programmable toys	control
device	code	forward	backwards
keeping safe	I-player	watch	search