

Knowledge organiser Nursery – Year 2			Subject: Computing	
Aspect	Nursery	Reception	Year 1	Year 2
Information technology	Name and use a keyboard and mouse with developing control Recognise some technology that is used in familiar places e.g. home, school, shops Use technology appropriately through role play Use push/pull toys and CD player	Select and use technology for a particular purpose Access and use simple activities using touch technology with age appropriate software Able to use a keyboard to write own name Use a paint programme	<ul style="list-style-type: none">- Able to use a keyboard to write own name using capital letters and use the keyboard to type username and password- Select appropriate program by finding program on school network- Start to save and retrieve work and images- Able to use pictograms to record information- Able to enter text using keyboard buttons for space, back and return- Create animated stories using IPads.	<ul style="list-style-type: none">- Insert pictures, sounds and text into word and PowerPoint- Save and retrieve work and images- Use databases- Add images and clipart using cut/copy/paste- Type with developing speed and accuracy- Change font size and colour.- Create animations using stop motion and green screen.
Computer Science	Explore what happens when individual buttons are pressed on robots/floor robots	Be able to move a Beebot forwards and backwards Introduce an algorithm as instructions	<ul style="list-style-type: none">- Identify an error in an algorithm- Debug an algorithm with support- Give instructions and commands- Create and understand simple algorithms- Use Beebots and A.L.E.X with some skill.- Use the 2code program with support	<ul style="list-style-type: none">- Create algorithms that achieve a specific purpose- Identify and correct errors in an algorithm independently- Use the blue bots with skill.- Use the software Scratch Junior with some skill- Use the 2code program independently

Digital literacy	Name technology used in role play (e.g. phone, television)	Recognise technology around the environment e.g. light switch, microwave	<ul style="list-style-type: none"> - Understand what is meant by technology and identify some examples - Identify objects that use technology - Compare new and old technology 	<ul style="list-style-type: none"> - Able to use a search engine to retrieve appropriate information - Make links between technology and coding work they do in school - Know implications of inappropriate searches
Online safety	Able to follow safe internet rules at school	Able to follow safe internet rules at school	<ul style="list-style-type: none"> - Able to follow safe internet rules at school - Understand that information on the Internet is not always true - Recognise and understand that there are other people on the Internet - Understand importance of keeping information as well as username and password secure 	<ul style="list-style-type: none"> - Able to follow safe internet rules at school - Understand that information on the Internet is not always true - Recognise and understand that there are other people on the Internet - Understand importance of keeping information as well as username and password secure

<p>Online Safety Texts to be used throughout Year</p>	<p>Digi duck Smartie the penguin #Golidlocks Chicken Clicking Webster's manners</p>
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