

Knowledge organiser Nursery – Year 2		Subject: Computing		
Aspect	Nursery	Reception	Year 1	Year 2
Information technology	<p>Name and use a keyboard and mouse with developing control</p> <p>Recognise some technology that is used in familiar places e.g. home, school, shops</p> <p>Use technology appropriately through role play</p> <p>Use push/pull toys and CD player</p>	<p>Select and use technology for a particular purpose</p> <p>Access and use simple activities using touch technology with age appropriate software</p> <p>Able to use a keyboard to write own name</p> <p>Use a paint programme</p>	<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	<p>Explore what happens when individual buttons are pressed on robots/floor robots</p>	<p>Be able to move a Beebot forwards and backwards</p> <p>Introduce an algorithm as instructions</p>	<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

Online Safety Texts to be used throughout Year	Digi duck Smartie the penguin #Goldilocks Chicken Clicking Webster's manners
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