KPS RECEPTION 2023-2024

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Osbox	Link with Protective Behaviours: Activity: 1, 2, 3 Feelings, Network hand,		Activity 4 & 5 Emotions, E safety Week : Smartie the Penguin (Feb)		Activity: 8, 9 Digi duck: decisions Facetime Y1 class teacher **Recap of previous sessions as needed by cohort.**	
What is a computer? Key skills.	Use different digital devices. - Recognise that you can access content on a digital device. - Use a mouse, touchscreen or appropriate access device to target and select options on screen. - Recognise a selection of digital devices. - Recognise the basic parts of a computer, e.g. mouse, screen, keyboard. - Select a digital device to fulfil a specific task, e.g. to take a photo.					
Presenting Information & Multimedia	Use technology to explore and access digital content. Operate a digital device with support to fulfil a task. Create simple digital content, e.g. digital art. Choose media to convey information, e.g. image for a poster.					
Data	Access content in a range of formats, e.g. image, video, audio. Answer basic questions about information displayed in images e.g. more or less. Collect simple data (e.g. likes/dislikes) on a topic. Can present simple data using images, e.g. number of animals.					
Programming & Algorithms	Explore technology. Repeat an action with technology to trigger a specific outcome. Recognise the success or failure of an action. Follow simple instructions to control a digital device. Recognise that we control computers. Input a short sequence of instructions to control a device.					
Provision	Rechargable torches. Tonies box with selection of stories and songs, Beebots, Remote control insects, old fashioned telephones with dials and toy microwave in role play area. Calculators. Ipad, clever touchboard Don't have currently					