



Computing

Reception - I can assessment statements

<u>Knowledge</u>	<u>Skills</u>
<p>Communication & Language Development</p> <p>Understanding – follow instructions with several ideas or actions</p> <p>Making Relationships</p> <p>Play cooperatively taking turns</p> <p>Understanding the world</p> <p>Technology Recognise that a range of technology is used in places such as homes and schools</p> <p>Select and use technology for particular puposes.</p> <p>I can recognise there is a range of technology at home and school to access.</p> <p>I can select and use technology for different purposes.</p>	<p>Computer Science</p> <p>Record instructions for friends (programming)</p> <p>Listen to and follow recorded Instructions</p> <p>Explore playing with programmable toys (e.g. Beebots, remote controlled cars etc.) (programming)</p> <p>Use simple software applications to make something happen (e.g. BeeBot iPad app)</p> <p>I can complete a simple program on a computer.</p> <p>I can interact with age- appropriate computer software.</p>
<p>Provide opportunities for children to use a range of devices such as cameras, mobile devices, audio recording devices</p> <p>Enable children interact with computer systems using different inputs – e.g. by using a mouse, voice, speech or touch</p> <p>Ask the children to use a keyboard to copy or write a title or caption for work</p> <p>Discuss how technology is used at school and at home</p> <p>Model how to and support the saving and retrieval of children’s work</p> <p>I can operate a range of devices.</p> <p>I can discuss how technology is used at school and home.</p>	

Provide opportunities for children to explore a range of computer applications, e.g. drawing apps, age appropriate games etc.

Follow shortcuts, favourites or web links to explore simple websites

Model using web pages to find things out

Play with imaginary technologies in role-play

I know information can be retrieved from computers

I can explore and use a range of computer applications.