




Computing in the Early Years- Nursery

Term Topic	Area of Learning	Concepts		
		 Presentation Expressing ideas <small>Presentation</small>	 Systems Knowing how to create and use programmes <small>Systems</small>	 Digital World Knowing how to use a range of technology <small>Digital world</small>
Nursery Autumn 1 Starting School	UW			-Show an interest in technological toys. Children to learn how to use real objects, such as cameras and touchscreen devices.
Nursery Autumn 2 Night and Day	UW			-Explore battery operated equipment, learn how to turn something on and off (e.g. torches to create light). -Identify man-made light sources and why these are necessary.
Nursery Spring 1 Traditional Tales	CL		-Show an understanding of prepositions such as under, on top, behind by carrying out an action or selecting the correct picture.	
Nursery Spring 2 In the Garden	CL		-Use simple directional language such as up, down, left, right, forwards, backwards.	
	L		-Develop an interest in letters on a keyboard or other digital media. -Understand that writing can be typed on screen.	
	UW			-Record changes in plants over time e.g. buds opening.
Nursery Summer 1	CL			-Role-play their experiences of shopping using appropriate language.
	L		-Navigate apps and websites on digital media using a drop-down menu to select websites and icons to select apps.	-Know that information can be retrieved from digital technology.

Food and Drink	UW			-Compare and contrast animals first-hand or through videos and photographs.
Nursery Summer 2	CL			-Look at photographs/ videos of marine life (rockpools) talk about the habitat and learn the names of the animals.
Water	UW	-Understand that it is important to take a break from ICT devices or the TV.	-Record what they enjoy doing in nursery, using different ICT equipment (photos on digital cameras, iPads etc). Share this information with their new class teacher/ key person.	-Show an interest in exploring a range of sources such as google Earth, real maps or globes. Locate the South Pole with adult support. -Create their own maps using real objects, and/or pictures and symbols (e.g., a floor map with markings for cars). -Discuss the different uses of technology in the school.
	EAD		-Experiment with creating art work using ICT and use the different tools and effects available on the ICT programme to express their ideas.	