



Stocksbridge Nursery Infant school

Key Concepts

COMPUTING – Taken from the Teach Computing Curriculum.

Computing Systems and Networks

- Recognise technology in school and use it responsibly.
- Identify Information Technology (IT) and how its responsible use improves our world in school and beyond.

Creating Media

- Choose appropriate tools in a program to create art, and make comparisons with working non-digitally.
- Capturing and changing digital photographs for different purposes.

Programming A (Moving a Robot and Robot Algorithms)

- Writing short algorithms and programs for floor robots, and predicting program outcomes.
- Creating and debugging programs, and using logical reasoning to make predictions.

Data and Information

- Exploring object labels, then using them to sort and group objects by properties.
- Collecting data in tally charts and using attributes to organise and present data on a computer in a pictogram.

Creating Media

- Using a computer to create and format text, before comparing to writing non-digitally.
- Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.

Programming B (Programming Animations and Quizzes)

- Designing and programming the movement of a character on screen to tell stories.
- Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.