	Computing Coverage for Nursery	Computing Coverage for Reception	Future Learning –Year 1 Curriculum
Computer Science	• Cause & effect toys - simple mechanisms: remotes, winders, friction cars, remote control cars etc	• Know that a programmable toy (or robot*) can be made to move by inputting information. It is then stored as a program.	• Know that an algorithm is a set of step-by-step instructions to solve a problem or complete a task.
Vocabulary	Push, pull, wind, press,	recipe, sequence, remote	algorithm, code, debugging, instructions, program,
Information Technology	• Operate simple ICT equipment :press parts/ buttons, lift flaps etc	• Know that you can open up IPAD apps by clicking on them • Know that you can select, control and move item on the IPAD.	• Know that you need a user name and password to log into some pieces of software. • Know that the undo tool can be used to correct mistakes. • Know that the spacebar will put a space between words
Vocabulary	computer, machine, typing	• IPad, app, mouse,	groups, sort, undo, pictogram,
Digital Literacy	• Interact with age appropriate software	• Know that it is important to keep personal information private	• Know that your password shouldn't be shared with other people
Vocabulary	button, typing	icon, home screen,	alert:, avatar, device, file name, filter, login, log out, password, private, search, textbox, tool bar,

Autumn 1 Autumn 2 Spring 1 Spring 2 Summer 1 Summer 2 Ongoing