



Foundation Stage One Computing Subject Map

	Skill focus	Activity
Session 1 Throughout the year	<ul style="list-style-type: none">● Making toys work● Turn on equipment● Know how to pull a toy● Know how to push a toy	Children will experiment with push and pull toys throughout their play. Children will learn how to make the toy go forwards and backwards.
Session 2 Throughout the year	<ul style="list-style-type: none">● Pressing buttons● Choosing a colour● Using finger to manipulate (large screen)	Children will use 2Simple software with some support from adults. Children will learn how to use their finger to make marks and also learn how to change the colour of their pen.
Session 3 Throughout the year	<ul style="list-style-type: none">● Operating simple equipment● Pressing a button will result in an outcome	Children have access to old phones, keyboards, bee bots, interactive whiteboards and working iPads to operate. During home visits, teachers ask about what equipment the child can already use.
Session 4 Throughout the year	<ul style="list-style-type: none">● Experimenting with toys● Able to use a pulleys and knobs	Children have access to a wide range of technological toys to experiment with.
Session 5 Throughout the year	<ul style="list-style-type: none">● Asking an adult to use technology	Children are encouraged to do this all the time and this can be seen through observations. Teachers talk about how to keep safe when using technology and always ask an adult if they are unsure about something.



Foundation Stage Two Computing Subject Map

	Skill focus	Context
Session 1 Throughout the year	<ul style="list-style-type: none">● To be able to navigate a simple program● Able to choose a different colour● Beginning to log on● Using their finger to manipulate (small screen)● Beginning to save their work	Children have many opportunities to complete programs on Purple Mash and on the Interactive Whiteboard. For example, children create a symmetrical rangoli pattern using 2Paint.
Session 2 Throughout the year	<ul style="list-style-type: none">● Use a range of technological tools	Children have a range of toys to experiment and play with throughout the year. For example, tills, keyboards and CD players.
Session 3 Throughout the year	<ul style="list-style-type: none">● Able to make toys move in different directions● To programme beebot to move forwards and backwards	Children begin to learn how to make the bee bots move forwards and backwards during Maths (positional activities). Children begin to learn what the different buttons do and how they can get the bee bot to a particular point. Children will have lots of time to experiment.
Session 4 Throughout the year	<ul style="list-style-type: none">● Asking an adult to use technology	Children are encouraged to do this all the time and this can be seen through observations. Teachers talk about how to keep safe when using technology and always ask an adult if they are unsure about something.