

# Computing Readiness for Year One

Within the Reception year children will be learning to:	Statutory Framework Early Learning Goals	Key Stage One Computing National Curriculum Objectives
<ul style="list-style-type: none"> <li>• Use a mouse to navigate a computer programme set up by an adult.</li> <li>• Follow and give simple instructions.</li> <li>• Take photographs linked to learning.</li> <li>• Programme a Bee-Bot.</li> <li>• Handle data</li> </ul>	<p>There are no Early Learning Goals that directly relate to computing objectives, though it is still expected that children will be introduced to appropriate technology and use it within their provision.</p>	<ul style="list-style-type: none"> <li>• Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions.</li> <li>• Create and debug simple programs.</li> <li>• Use logical reasoning to predict the behaviour of simple programs.</li> <li>• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>• Recognise common uses of information technology beyond school.</li> <li>• Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technology.</li> </ul>