RECEPTION	**Understanding the World** **Technology:** children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.
	We are learning to:
USING TECHNOLOGY	- become familiar with using computers and other technology in continuous provision and role play areas - recognise some technology that is used in places such as homes and school - select and use technology for a particular purpose - access and use simple activities using touch technology with increasing control - know the parts of a computer - name and use a keyboard - develop hand eye coordination using a mouse - know how to enter and select a programme - use click and drag to move objects around the screen using the mouse - use the keyboard to input the alphabet in lower and upper case, using the space bar in between each letter - write my name using a keyboard on different devices - use the caps lock for the initial sound in their name - use the keyboard to write their own name, holding the 'SHIFT' key for the capital letter
DATA RETRIEVING AND ORGANISING	- insert data into a pictogram, as a class - answer simple questions relating to the pictogram as a class
ALGORITHMS AND PROGRAMS	- use a range of control toys and devices - use Beebots and give simple commands - use peer tutoring to teach each other - make a Beebot move forwards and backwards - give simple instructions to perform a sequence - understand how to give something an instruction in order to create a sequence of movements - design and build using computer software - use design and build using Purple Mash and Simple City - make decisions using Purple Mash and Simple City - demonstrate the programme and explain the different functions

COMMUNICATION: IMAGES, VIDEO AND ANIMATION	- use a digital device to take a photograph - use a simple paint programme with increasing mouse control - Interact and explore our environment using multimedia equipment, including digital cameras, video cameras, microscopes, webcams and visualisers to capture still and moving images - use a simple graphics programme - draw a subject related to a learning context using Purple Mash paint software - save and print out work - use programmes that have a clear print icon before progressing to those that need confirmation by clicking ok - print our designs
DIGITAL RESEARCH	- use a shortcut such as an icon on the desktop to navigate to a specific website. - use appropriate internet-based games and activities to support my learning
ESAFETY	- talk about what they are doing on a computer - say if something they find on the internet makes them feel bad - follow the school's safer internet rules