## Early Years Structure

<div style="background-color:green; color:white">**Key Stage 1 readiness skills**</div>

- Awareness of different technologies in and out of school

- Awareness of the cause and effect of technology

- Awareness of digital storage of information- photography, digital writing and research information

- Awareness of input and outputs of devices

- Can use technology to express creatively and constructively

## Organisation of Knowledge

**Safe, Effective and Competent Use of Technology**

**Personal Use**

Storing personal information

**Devices**

Recognising and knowing the purpose of devices

**Safety and Security**

Understand risks when using technology, and how to protect individuals and systems

**Disciplinary knowledge to be developed within all units:**

- **Algorithms** — Be able to comprehend, design, create, and evaluate algorithms
- **Computer networks** — Understand how networks can be used to retrieve and share information, and how they come with associated risks
- **Computer systems** — Understand what a computer is, and how its constituent parts function together as a whole
- **Creating media** — Select and create a range of media including text, images, sounds, and video
- **Data and information** — Understand how data is stored, organised, and used to represent real-world artefacts and scenarios
- **Design and development** — Understand the activities involved in planning, creating, and evaluating computing artefacts
- **Effective use of tools** — Use software tools to support computing work
- **Impact of technology** — Understand how individuals, systems, and society as a whole interact with computer systems
- **Programming** — Create software to allow computers to solve problems
- **Safety and security** — Understand risks when using technology, and how to protect individuals and systems

# Ecton Village Primary Academy – Computing

| | Progression – every year group learns through units within the same four themes. | | | |
|---|---|---|---|---|
| **Primary Themes** | **Computing systems and networks** | **Programming** | **Data and Information** | **Creating Media** |
| **Disciplinary Strands** | **Computer Systems**<br><br>**Computer networks** | **Programming**<br><br>**Algorithms**<br><br>**Design and development** | **Data and Information** | **Creating Media**<br><br>**Design and development** |
| | **Effective use of tools** | | | |
| | **Impact of technology** | | | |
| | **Safety and security** | | | |