



St Mary and St Joseph's RC Primary School
Computing Map

	EYFS	Year 1	Year 2
Computer Science	<p>Can follow simple oral algorithms</p> <p>Can spot simple patterns</p> <p>Can sequence familiar tasks</p> <p>Can use a mouse / touch screen or appropriate device to target and select options on screen</p> <p>Can input a series of simple commands to control a digital device (BeeBot & Programmable Mouse)</p>	<p>Skills</p> <p>Follow a sequence of steps to solve a problem and create instructions that others can follow to navigate other children and programmable toys around a course, including straight and turning movements.</p> <p>Know that an algorithm is a set of instructions</p> <p>Know why it is important to be precise when writing an algorithm</p> <p>Check their work for mistakes to debug a program</p> <p>Code</p> <p>Understand what coding is</p> <p>Create a simple program</p> <p>Add and change backgrounds and characters</p> <p>Program a character to move given a variety of input events</p> <p>Use Collision Detection to make objects interact</p> <p>To use sound properly to play when objects collide</p>	<p>Preparing for Turtle Logo & Turtle Logo</p> <p>To understand what an algorithm is and that programs execute by following precise instructions</p> <p>To create a computer program using simple algorithms.</p> <p>Be able to use the Repeat command</p> <p>To debug simple programs</p> <p>Understand that prediction, trial and error are important when creating programs</p> <p>Understand what logical reasoning is and how it can be used to predict what happens in simple programs</p> <p>(Muck mess and mixtures)</p>