



Walford Nursery & Primary School



FLUENCY in COMPUTING

By focusing on these key skills at each developmental stage, pupils can develop a strong foundation in Computing, preparing them to be confident and responsible digital citizens with the skills to navigate and contribute to the digital world as they progress through primary school.

Age 2 years – 5 years (EYFS – Nursery & Reception)	Age 5 years – 7 years (KS1 – Year 1 & Year 2)	Age 7 years – 11 years (KS2 – Year 3, Year 4, Year 5 & Year 6)
Basic Digital Literacy - Develop basic digital literacy skills, such as understanding how to use touchscreens and simple interfaces. - Introduce age-appropriate educational apps and software. Fine Motor Skills with Technology - Practice fine motor skills through activities involving tablets, interactive whiteboards, or other touch devices. - Use simple drawing or painting apps to enhance hand-eye coordination. Understanding Technology Tools - Introduce basic technology tools like simple robots or programmable toys. - Explore cause-and-effect relationships with technology. Online Safety Awareness - Establish basic online safety awareness, including understanding the importance of sharing information responsibly. - Introduce the concept of digital citizenship in a simplified manner.	Basic Coding Concepts - Introduce basic coding concepts through block-based programming. - Use tools like Scratch Jr. to explore sequential thinking and logic. Computer Navigation Skills - Develop skills in using a computer, including mouse control and keyboard typing. - Explore basic word processing and drawing software. Introduction to Algorithms - Explore simple algorithms in everyday activities, such as giving and following directions. - Introduce the concept of step-by-step instructions. Understanding Hardware and Software - Develop awareness of different hardware components (keyboard, mouse, monitor) and their functions. - Introduce the difference between hardware and software.	Advanced Coding Skills - Introduce more advanced coding concepts using block-based or text-based programming languages. - Foster creativity through coding projects, such as animations or games. Introduction to Computational Thinking - Develop computational thinking skills, including problem-solving, abstraction, and pattern recognition. - Encourage students to think algorithmically in various contexts. Digital Communication - Explore different forms of digital communication, including emails and messaging. - Introduce the concept of online collaboration and sharing. Data Handling and Visualisation: - Introduce basic data handling concepts, such as collecting and organising data. - Explore simple data visualisation tools. Understanding Networks - Develop an understanding of computer networks and the internet. - Introduce basic concepts of how data is transmitted over networks. E-Safety and Cybersecurity - Deepen awareness of online safety, including recognising potential risks and appropriate online behaviour. - Introduce the basics of cybersecurity, such as the importance of strong passwords.

		Introduction to Robotics • Explore basic robotics concepts through simple programmable robots. • Introduce the idea of sensors and inputs in robotics. Basic HTML and Web Design • Introduce basic HTML concepts and simple web design. • Explore creating and editing simple web pages.
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