Functional Skills

| **FF.1** | **FF.2** | **FF.3** | **FF.4** |
| --- | --- | --- | --- |
| Be able to interact purposefully with icons and buttons in age-appropriate software using mouse clicks or taps. | Be able to interact with and respond to a range of digital stimuli, including images, video and digital texts. | Be able to use a variety of electronic toys in play situations, with the intention of finding out how it works. | Shows developing mouse control through simple activities on-screen including click-and-drag, drag-and-drop. |

Computer Science

| **CSF.1** | **CSF.2** | **CSF.3** | **CSF.4** |
| --- | --- | --- | --- |
| Be able to control a range of ‘toys’ using remote controls. | Be able to explore the language needed to direct a floor robot, to achieve a specific outcome. | Be able to use step by step commands to program a floor or virtual robot to move. | Begin to use basic symbols to represent and record directional instruction. |

Digital Literacy

| **DLF.1** | **DLF.2** | **DLF.3** | **DLF.4** | **DLF.5** |
| --- | --- | --- | --- | --- |
| Be able to use a shortcut such as an icon on the desktop to navigate to a specific website, or an icon on a tablet to open a specific app. | With support, be able to access and view pictures they have taken on a tablet. | Be able to demonstrate knowledge of different uses of the internet. | Can explore simple digital simulations and games and find out ‘what happens if’. | Be able to tell an adult if they feel something they see online is inappropriate or hurtful. |

Information Technology

| **ITF.1** | **ITF.2** | **ITF.3** | **ITF.4** | **ITF.5** |
| --- | --- | --- | --- | --- |
| Begin to use a computer keyboard using single fingers, developing a familiarity with letters, numbers, backspace, arrow keys and spacebar. | Be able to use an interactive whiteboard or tablet for mark-making and to communicate their ideas. | Use a digital camera or tablet to capture still and moving images. | Be able to record and playback pre-recorded sounds and speech using age-appropriate software or other recording devices. | Be able to sort, sequence or group various objects on a screen or interactive whiteboard. |

|  | Communication and Language | | | |
| --- | --- | --- | --- | --- |
|  | Physical Development | | | |
|  | Personal, Social and Emotional Development | | | |
|  | Literacy | | | |
|  | Maths | | | |
|  | Understanding the world | | | |
|  | Expressive Arts and Design | | | |