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| **Optimum Learning Point** | **Becoming a computing literate learner** |
| **Nursery** | Select, use and talk about a range of technology in playful situations for a particular purpose. For example, “We need to speak to the doctor, let’s pretend this is our mobile phone.” |
| **Nursery** | Explore how different devices/apps can be controlled and talk about what they think has happened or will happen. |
| **Nursery** | Begin to know that too much screen time is not healthy |
| **Nursery** | Begin to know that it’s important to check with a grown up before using devices with a screen |
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| **Reception** | Know that information, pictures, videos and music can be stored and found using computers. For example, taking a picture while out on a walk that will be useful back in the classroom, finding things out with an adult on the internet. |
| **Reception** | Talk about, explore and complete simple programs or apps. For example, give directions to solve problems within Beep Beep |
| **Reception** | Know that a sensible amount of screen time plays a part in keeping healthy |
| **Reception** | Follow the school rules for keeping safe online: Ask an adult before I use a device with a screen Think before I click If I’m not sure, ask an adult |