Foundation Stage Long Term Plan 21-22

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
General Themes	All About Me	Let's Celebrate	Now and Then	Growing	Amazing Animals	Under the Sea
Computing Our aim is that children leave Stanford in the Vale :-having had their lessons brought to life through ICT-as responsible digital citizens who are able to make the most of opportunities presented by the changing digital world-thinking about the safe use of the internet before accessing online material and know who to turn to for help when needed-being able to confidently debug and solve problems	Identify everyday technology: links to technology at home Make marks on a digital device to communicate their ideas use a package to produce a picture on screen-understand that 'output' is the result of a trigger (pressing the play button) control a programmable toy- talk about how everyday technology is controlled SMART RULES: to tell an adult if they see something on a digital device that upsets them to know not to give out any information about themselves to know that not everything they see on the internet is true	To know that ICT may be used to communicate information electronically To know that digital devices can present information in a variety of ways To navigate their way around an iPad and operate several apps confidently To understand the basic functions of an iPad (home button, lock button and volume buttons) SMART RULES to tell an adult if they see something on a digital device that upsets them to know not to give out any information about themselves to know that not everything they see on the internet is true	Use a range of devices to record information in a range of formats (text, image, sound) Interact with multimedia software: children to send a video to parents on Class Dojo SMART RULES - to tell an adult if they see something on a digital device that upsets them to know not to give out any information about themselves to know that not everything they see on the internet is true	Identify how technology is used to share information (Google Maps) SMART RULES - to tell an adult if they see something on a digital device that upsets them to know not to give out any information about themselves to know that not everything they see on the internet is true	To know the difference between computer-based activities (painting changes can easily be made, text can be deleted etc): use Purple Mash to represent an animal of their choice SMART RULES - to tell an adult if they see something on a digital device that upsets them to know not to give out any information about themselves to know that not everything they see on the internet is true	To know that information may be stored on a digital device-explore a website-collect and sort information Using ICT - produce a simple program SMART RULES - to tell an adult if they see something on a digital device that upsets them to know not to give out any information about themselves to know that not everything they see on the internet is true