

Useful computing Terms

Algorithms

An algorithm is a sequence of instructions or a set of rules to get something done. A recipe is an algorithm. Algorithms are written for a human, rather than for a computer, to understand.

Programming

Programming is a set of commands given to control or instruct technology. These are written for a computer rather than a human to understand.

Debug

When children have written a program, they will 'try it out' if it doesn't work the children will use trial and error to find a program that works. This process is called **debugging**.

Computational Thinking

Computational thinking is about looking at a problem in a way that a computer can help us to solve it. This is a two-step process: First, we think about the steps needed to solve a problem. Then, we use our technical skills to get the computer working on the problem.

Online safety

Working with computers and the internet is great fun BUT we educate our children about the benefits and risks of using new technology and provide safeguards and awareness for pupils to enable them to control their online experiences.

www.thinkyounow.co.uk has some useful advice for parents.

Feel free to contact the following person for any additional information:

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Stannington Infant School

Computing

Information Leaflet
for
Parents and Carers





What will our children learn in Foundation Stage?

They will:

recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Children in Foundation Stage will enjoy 'tinkering time' to allow them to explore the way that we can control technology e.g. using remote control toys and pressing the buttons on our bee bot toys to help them to reach their target.

Children will begin to use technology for a specific purpose, like using a camera to take photographs or microphones to record or ipads to video.

They will have lots of fun learning through a range of different software and programmable toys.



What will our children learn in Computing at Key Stage 1?

Pupils will be taught to:

Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Create and debug simple programs.

Use logical reasoning to predict the behaviour of simple programs.

Use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Recognise common uses of information technology beyond school.

Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

Scratch Jnr

Scratch Jnr is a simple program that we use in year 1 and year 2 at Stannington Infant School to introduce children to programming.

It is a free program that you can use on any device. If you wish to download it at home, it will give your child an opportunity to continue to program at home.

www.scratchjr.org

