Foundation Stage Computing Skills

F1		

F1 Core Skills	KSF1.1	Be able to use simple electronic 'toys' in play situations, with the intention of finding out how it works.
	KSF1.2	Demonstrates appropriate care when using computer equipment and 'toys'.
	KSF1.3	Can interact with simple activities on-screen, using finger taps or mouse clicks.
	KSF1.4	Begins to show a degree of control when using a mouse/trackpad to move and place items or a cursor on a screen.

F1 Computer Science	CSF1.1	Can explore different methods of control through a range of toys, including remote control.
	CSF1.2	Understands and uses emerging control and directional language with a floor or virtual robot, such as 'forwards' 'backwards' 'go' and 'stop'.

	CSF1.3	Can follow and give short sequences of instructions.
	CSF1.4	Can use appropriate language to control a floor, virtual, or 'teacher robot'.

F1 Digital Literacy	DLF1.1	Can explore simple digital simulations and games, with the aim of finding out 'what happens if'.
	DLF1.2	Can use a familiar or known shortcut image or button to open a specific website, or an icon on a tablet to open a specific app.
	DLF1.3	Can recognise that information can be retrieved from computers and the internet.
	DLF1.4	Can tell an adult if they feel something they see on a computer or tablet is upsetting.

F1 Information Technology	ITF1.1	Can use an interactive whiteboard or tablet for mark-making, with increasing accuracy and control.
	ITF1.2	Shows an increasingly attentive interest in and responds to a range of digital stimuli, including images, animation and video.
	ITF1.3	With adult support, use a digital camera to capture still and moving images.
	ITF1.4	Explores recording of sounds and speech using age-appropriate software or other recording devices.
	ITF1.5	Begins to show an understanding of how to sort, sequence or group various objects on a screen or interactive whiteboard.

F2

F2 Core Skills	KSF2.1	Be able to use a mouse/trackpad to move and place items on a screen, with increasing accuracy.
	KSF2.2	Be able to interact purposefully with icons and buttons in age-appropriate software using mouse clicks or taps.
	KSF2.3	Shows developing mouse control through simple activities on-screen including click-and-drag, drag-and-drop.
	KSF2.4	Be able to interact with and respond to a range of digital stimuli, including images, video and digital texts.
	KSF2.5	Be able to use a variety of electronic toys in play situations, with the intention of finding out how it works.

F2 Computer Science	CSF2.1	Be able to control a range of 'toys' using remote controls.
	CSF2.2	Be able to explore the commands needed to control a range of electronic toys, to achieve a specific outcome.
	CSF2.3	Be able to use step by step commands to program a floor or virtual robot to move, using directional language including forward, backward, left and right

	CSF2.4	Begin to use basic symbols to represent and record directional instruction.

F2 Digital Literacy	DLF2.1	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.
	DLF2.2	Be able to purposefully navigate a website or app using buttons or icons.
	DLF2.3	Be able to tell an adult if they feel something they see online is inappropriate or hurtful.
	DLF2.4	Can explore simple digital simulations and games and find out 'what happens if'

F2 Information Technology	ITF2.1	Be able to use an interactive whiteboard or tablet for mark-making and to communicate their ideas.
	ITF2.2	Use a digital camera to capture still and moving images.
	ITF2.3	Begin to use a computer keyboard using single fingers, developing a familiarity with letters, numbers, backspace, arrow keys and spacebar.
	ITF2.4	Be able to record and playback pre-recorded sounds and speech using age-appropriate software or other recording devices.

	ITF2.5	Be aware of everyday devices that sense data, e.g. bar codes, metal detectors, automatic doors, light sensors.
	ITF2.6	Be able to sort, sequence or group various objects on a screen or interactive whiteboard.
	ITF2.7	Be able to produce simple digital pictograms with adult support