

ST STEPHEN'S

COMPUTING RECEPTION

Directions

Children will learn how to move in different directions, learning the words and associating them with their symbols.

Applying their knowledge they will complete a little course where they need to navigate using their directional skills.

WHAT WE ARE LEARNING

WORDS TO LEARN

- Backward
- Forward

- Turn left
- Turn right

COMPUTING

RECEPTION
AUTUMN 1

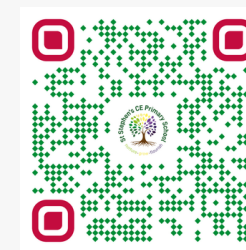
HELP AT HOME

- Demonstrate moving in different directions with your child, encouraging them to use the correct vocabulary.

- Teach your child left and right.

RESOURCES

Use the QR codes for information and to access directional games and activities



[HUNGRY PIRATES](#)

Floor Robot

Children will explore and learn how to use a bee bot. They will learn how to make it move in different directions.

They will take part in group activities where they will program a bee bot to move to a given place.

WHAT WE ARE LEARNING

COMPUTING

RECEPTION
AUTUMN 2

WORDS TO LEARN

- Bee Bot
- Buttons
- Clear program
- Commands
- Directions -
 - Forwards, backwards, turn left, turn right
- Instructions
- Program
- Run program

HELP AT HOME

- Demonstrate moving in different directions with your child, encouraging them to use the correct vocabulary.
- Play a bee bot game with your child online or create your own maze for your child to move their toys through, encouraging them to use directional language.

RESOURCES

Use the QR codes for information and to access coding games and activities



[BEEBOT](#)

[BEE BOT APP](#)

[HUNGRY PIRATES](#)

Sequencing & Patterns

Children will learn how to spot a pattern in a sequence, and continue them by adding what comes next.

Children will create their own patterns and designs and spot mistakes (bugs) in the pattern.

WHAT WE ARE LEARNING

COMPUTING

RECEPTION
SPRING 1

WORDS TO LEARN

- Bugs
- Check
- Creating
- Design
- Mistakes
- Pattern
- Repeat
- Sequence
- Similarities and differences

HELP AT HOME

- Look at objects that have repeating patterns on them.
- Put everyday tasks into a sequence, for example -
 - The day - in the morning you wake up, have breakfast, clean your teeth, get dressed etc
 - Sequence of a traffic light

RESOURCES

Use the QR codes for information and to access sequence and pattern games and activities



[BAREFOOT](#)