


Subject	Topic/Key Question	Year Group	Term	Vocabulary
Computing	Using a Computer	EYFS	Summer 2	 <ul style="list-style-type: none"> • Computer • Keys • Keyboard • Mouse • Tacker pad • Log on and off • I pad • Drag • Drop

By the end of this unit children will

- Be able to name the key components of a computer
- Be able to locate keys on a keyboard
- Understand the need to log on and off a machine
- Begin to be able to login to a computer or iPad with their own login details
- Show better mouse control
- Understand how to drag and drop using the mouse

Lesson Sequence	Key skill	Teaching Activities (Possible cross curricular opportunities)	Resources/ Enhancements to provision for following week
Lesson 1	To learn what a keyboard is and how to locate relevant keys	<p>1. Look at a real computer together and name the different parts:</p> <p>Monitor Computer tower Keyboard Mouse</p> <p>2. Look more closely at the keyboard. Ask the children: what it is used for? Have any of them used one before? Explain that sometimes keyboards are not separate but shown on a screen instead. Can the children think of where they have seen this before? (Phone screen or tablet).</p>	<p>Coloured pencils (per child)</p> <p>A computer keyboard</p>

		<p>3. Hand out a copy of the <i>Activity: Keyboard picture</i> to each child. Look at them together and ask the children to talk about what they can see.</p> <p>4. Ask the children to point out any letters or numbers that they recognise. Discuss (if relevant) the fact that the letters are uppercase.</p> <p>5. Ask children to look at the numbers. Call out a number and ask the children to find and point to that number. Repeat.</p> <p>6. Give each child a coloured pencil and ask them to colour in the letters in their first name.</p>	
Lesson 2	<p>To learn what a keyboard is and how to locate relevant keys.</p> <p>To learn how to log in and log out.</p> <p>To understand why we need to log in and out.</p>	<ol style="list-style-type: none"> 1. Explain to the children that they are going to log in and log out of the computer. Ask if any of them know what 'log in' and 'log out' mean. 2. Explain why we log in and out and talk about the importance of computer safety and protecting our personal files. 3. Hand out the children's login cards and give the children time to look at them. Ask them to point to their name on the card and then to read their password. 4. Give children time to locate the correct keys on the keyboard and help them to ensure the cursor is in the correct place so they can start typing. 5. Allow the children time to log in to the computer using their username and password, teaching them to use the tab button to move down to the next textbox when they have typed their username. 6. Show the children how to use the mouse to log out. 7. Repeat the process again so that the children can practise. 8. Keep each child's copy of Login cards for the next lesson. 	A computer/Ipad for each child
Lesson 3	<p>To learn what a mouse is and to develop basic mouse skills such as moving and clicking.</p> <p>To use a simple online paint tool to create digital art.</p>	<ol style="list-style-type: none"> 1. Hand out each child's Activity: Login card and ask the children to log in to the computer. 2. Show them the mouse and ask what it is called. Can any of the children tell you what it is used for? 3. Show the children that moving the mouse moves the arrow on the screen. Remember that moving the mouse will be an alien concept for many children that are only used to touch screens. 4. Allow the children some time to move their mouse around and watch the arrow move around the screen. 5. Stop the children and show them the two buttons. Talk about how to position your hand correctly and use your pointer finger to left-click on the mouse. 6. Open the paint application (whatever software you use in your setting, i.e Microsoft Paint, or Sketchpad) for all the children and ask them to move their mouse around on the screen while holding their finger down on the left button. 7. The rest of the session can be spent allowing the children time to experiment with making marks on the paint tool, using their mouse. If any children are particularly adept at this, talk to them individually about changing the colour or size of the marks. 8. The teacher should close down and log out for the children. 	<p>A computer for each child</p> <p>A paint software, such as Microsoft Paint or Sketchpad</p> <p>Login cards</p>
Lesson 4	<p>To learn what a mouse is and to develop basic mouse skills such as moving and clicking</p> <p>To use a simple online paint tool</p>	<ol style="list-style-type: none"> 1. Hand out each child's Activity: Login cards and ask them to log in to the computer. 2. Recap with the children how to use and move the mouse. 3. Talk again about how to position your hand properly and which finger to use to left-click. 4. Open the paint application (whichever software you use in your setting) for all the children and show them how to use the stamp tool. (The stamp tool is used to create stamped images on the screen, by left-clicking with the mouse). 5. The rest of the session can be spent allowing time for the children to experiment with creating their own digital art using the stamp tool. Encourage each child to move their mouse around the screen and click in different places to create their pictures. 	<p>A computer for each child</p> <p>A paint software, such as Microsoft Paint or Sketchpad</p> <p>Login cards</p>

	to create digital art	<p>6. Children may also like to add marks to their pictures, using the skills they learned in the previous session.</p> <p>7. Model how to close down the software (click on the cross in the top right corner).</p> <p>8. Teacher to logout.</p>	
Lesson 5	To learn what a mouse is and to develop basic mouse skills such as moving and clicking	<p>1, Hand out the children's individual Activity: Log in cards and ask them to log in to the computer.</p> <p>2. Recall how to use and move the mouse.</p> <p>3. Talk again about how to position your hand properly and which finger to use to left-click.</p> <p>4. Open your chosen game or software application and show children how to play. Talk about the importance of clicking and holding your finger down on the mouse as you move the object across the screen.</p> <p>5. The rest of the session should be spent allowing children to play the game and practise clicking and dragging.</p> <p>6. Remind the children how to close down the game (recapping from the previous lesson).</p> <p>7. Log out for the children.*</p> <p>8. *If you have time, you could model how to log out and ask the children to have a go at doing so.</p>	<p>A computer for each child</p> <p>Login cards</p>