Objective No		Understanding the world Technology	
			Gender / Ethnicity
		Total targets	
		Number Met	
1	Birth - 11 Months	The beginnings of understanding technology lie in babies exploring and making sense of objects and how they behave. See Characteristics of Effective Learning - Playing and Exploring and Creating and Thinking Critically	
4	8 - 20 Months	The beginnings of understanding technology lie in babies exploring and making sense of objects and how they behave. See Characteristics of Effective Learning - Playing and Exploring and Creating and Thinking Critically	
7	16-26 months	Anticipates repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times.	
8		Shows interest in toys with buttons, flaps and simple mechanisms and beginning to learn to operate them.	
9	22-36 months	Seeks to acquire basic skills in turning on and operating some ICT equipment.	
10		Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car.	
11	30-50 months	Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.	
12		Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.	
13		Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.	
14		Knows that information can be retrieved from computers	
15	40-60 months	Completes a simple program on a computer	
16		Uses ICT hardware to interact with age-appropriate computer software.	
17	EL Goal	**Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.**	
18	KS1	**Working on KS1 objectives**	