

COMPUTING IN EYFS

In the revised EYFS curriculum, the 'Technology' strand in Understanding the World has been removed and not replaced with any new guidance for schools. As technology has become an important part of our daily lives, we have kept it in our Early Years curriculum as it runs across all 7 areas. Computing develops listening and thinking skills, questioning and problem solving.

Children use the Characteristics of Effective Learning: Playing and Exploring, Active Learning and Creating and Thinking Critically.



Development Matters	Early Learning Goal – End of Reception	What does this look like in Early Years?	By the end of Reception, I can....
<p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none"> Show resilience and perseverance in the face of challenge. Know and talk about the different factors that support their overall health and wellbeing, including sensible amounts of 'screen time'. <p>Physical Development</p> <ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely, and confidently. <p>Expressive Art and Design</p> <ul style="list-style-type: none"> Explore, use, and refine a variety of artistic effects to express their ideas and feelings. 	<p>PSED: Managing Self</p> <ul style="list-style-type: none"> Explain the reasons for rules, know right from wrong and try to behave accordingly. <p>UTW: Past and Present</p> <ul style="list-style-type: none"> Talk about the lives of the people around them and their roles in society. Know some similarities and differences between the past and the present from their own experiences. <p>UTW: People, Cultures and Community</p> <ul style="list-style-type: none"> Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps. <p>Expressive Art and Design: Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 	<ul style="list-style-type: none"> A range of technology and resources in both the indoor and outdoor classrooms, including the role play area, that children can access with an adult and independently. Children will have the opportunity to use the following technology: <ul style="list-style-type: none"> IWB ipads and Note books Beebots and remote-controlled toys <p>Children are also introduced to the Early Years 'Online Safety' curriculum.</p> <p>Autumn Smartie the Penguin - Childnet Spring Staying Safe Online – CBBC Summer Helping Hand – Purple Mash</p> <p>Key Themes:</p> <ul style="list-style-type: none"> What is the internet? What is it for? Stranger Danger Using age-appropriate resources Seeking help if worried/unsure <p>Computing through our topics:</p> <ul style="list-style-type: none"> Taking photographs Research on Google Interactive games e-learning 	<ul style="list-style-type: none"> Say how to stay safe online, including not sharing personal information. Complete a simple program. Use a programmable toy. Find some simple information on the internet. Select and use technology for a particular purpose. Talk about technology that is used in the home. Talk about how technology has changed since adults were young.

Vocabulary: computer, keyboard, mouse, laptop, ipad/tablet, robot, app, google, internet, search, save, information, instructions, e-safety, e-learning