

Computing in EYFS

Within the revised EYFS curriculum the 'Technology' strand has been removed from 'Understanding the World' and has not been replaced with any updated guidance. We live within a technological world and there is no escaping from the reality that technology is integrated into our lives. Computing in EYFS ensures learners are fluent in computer literacy and all-important e-safety. Computing develops listening skills, problem-solving abilities and thoughtful questioning - as well as improving subject skills across all seven areas of learning.

Development Matters	ELG Early Learning Goal	How this is achieved in EYFS	By the end of EYFS learners will know...
<p>Reception</p> <p>Personal, Social & Emotional Development</p> <ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge Know and talk about the different factors that support their overall health and wellbeing: 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 Arts & Design</p> <ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings 	<p>Personal, Social & Emotional Development: Managing Self</p> <ul style="list-style-type: none"> Explain the reasons for rules, know right from wrong and try to behave accordingly <p>Expressive Arts & Design: Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools & techniques, experimenting with colour, design, texture, form & function <p>Understanding the World: Past & Present</p> <ul style="list-style-type: none"> Talk about the lives of people around them and their roles in society Know some differences and similarities between things in the past and now, drawing on their experiences <p>Understanding the World: People, Cultures & Community</p> <ul style="list-style-type: none"> Describe their immediate environment using knowledge from observation, discussion, texts and maps 	<p>A range of technology is available within the classroom and outside for learners to access both independently & with an adult:</p> <ul style="list-style-type: none"> -laptops -IWB -iPad -remote control toys -Beebot -technology within play e.g. home corner resources 	<p>Personal, Social & Emotional Development</p> <ul style="list-style-type: none"> I can demonstrate patience and wait a short amount of time for something I want e.g. computer to load I know how to complete a familiar task independently and with support will try new things e.g. Beebot I can select tools and resources that I need to complete a task of my own choosing I know how to be safe online I know that a password is part of personal information that should not be shared with others <p>Physical Development</p> <ul style="list-style-type: none"> I know how to use the computer appropriately I can use a touch screen/computer mouse <p>Understanding the World</p> <ul style="list-style-type: none"> I know how to use a camera on multiple devices. I know how to work a simple programmable toy I can select and use technology for particular purposes I know how technology is used in my own home I know that technology has changed since adults were young <p>Expressive Arts & Design</p> <ul style="list-style-type: none"> I can safely use a range of technology for a purpose

Vocabulary: computer, iPad, tablet, laptop, App, button, mouse, screen, keyboard, Google, information, control, instructions, internet, robot, save, sequence, search, safety, e-safety, online, password