Computing in EYFS

at Chad Vale Primary School

Within the new EYFS curriculum the 'Technology' strand has been removed from 'Understanding the World' and has not been replaced with any updated guidance. However, computing and technology are still vitally important subjects to teach to Foundation children. Teaching computing within the curriculum ensures that children enter Year 1 with a strong foundation of knowledge. Computing in the EYFS ensures children develop listening skills, problem-solving abilities and thoughtful questioning — as well as improving subject skills across the seven areas of learning.

We live in a technological world and there is no escape from the reality that technology is integrated into the lives of young children. Just as we ensure the children in our care are ready for the adult world by teaching them maths and literacy, we should also make sure that they are fluent in computer literacy and all-important E-safety

The most relevant statements for computing are taken from the following areas of learning:
- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

Computing

Three and Four-Year-Olds	Personal, Social and Emotional Development		• Remember rules without needing an adult to remind them.
	Physical Development		• Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		• Explore how things work.
Reception	Personal, Social and Emotional Development		• 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'.
	Physical Development		• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		• Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	Personal, Social and Emotional Development	Managing Self	• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly.
	Expressive Arts and Design	Creating with Materials	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Follow rules and safety procedures

Develop listening, understanding, following and giving instructions

Familiar apps/websites used to develop basic computing skills
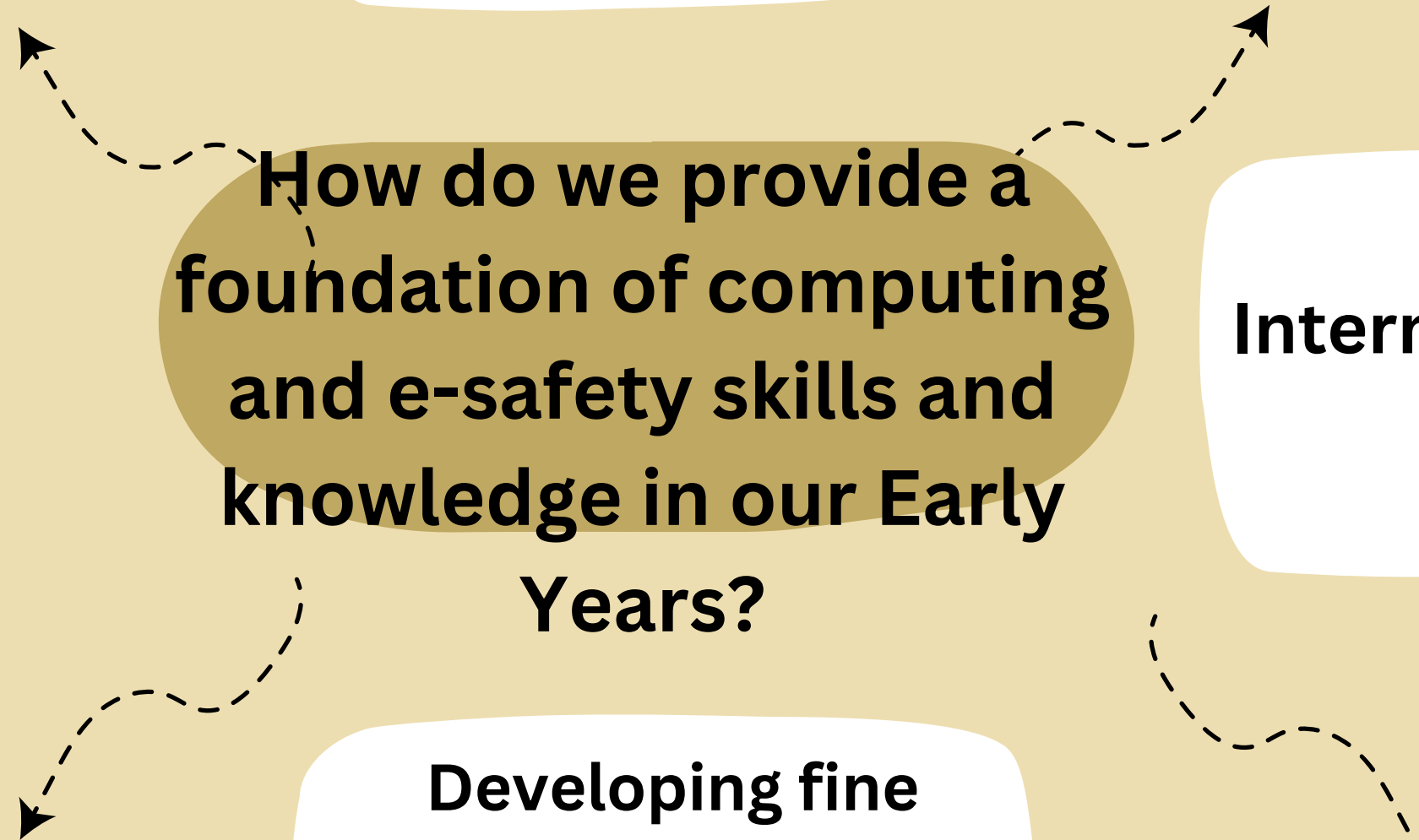
Basic Coding

How do we provide a foundation of computing and e-safety skills and knowledge in our Early Years?

Internet Safety

Exploring technology and its purpose in everyday life

Developing fine motor skills in order to use a range of tools and equipment efficiently

Discovering a range of devices e.g Ipad, laptop, IWB, Electronic toys

Using Google Earth to explore countries around the world

We talk to the children about how to stay safe online

Technology found in the home added to home corner

Using the visualiser to share work and photographs

IWB used during CP to revisit and recap skills

What might these experiences look like?

iPad used by children to take photographs of their work/findings during visits

Programmable toys used e.g beebots

Interactive activities like Go Noodle, Cosmic Yoga, Get Epic used daily

QR codes used to support home learning

Marvellous Me, Travel Tracker and Class Dojo used by the children