



Computing in Early Years

Main links to the seven areas of learning: **Personal, Social and Emotional Development**, **Physical Development**, **Understanding the World** and **Expressive Arts and Design**

Computing: Nursery

Personal, Social and Emotional Development	<ul style="list-style-type: none">* Increasingly follow rules, understanding why they are important.* Remember rules without needing an adult to remind them.
Physical Development	<ul style="list-style-type: none">* Match their developing physical skills to tasks and activities in the setting.
Understanding the World	<ul style="list-style-type: none">* Explore how things work.

Computing: Reception

Personal, Social and Emotional Development	<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: sensible amounts of 'screen time'
Physical Development	<ul style="list-style-type: none">* Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
Expressive Arts and Design	<ul style="list-style-type: none">* Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Personal, Social and Emotional Development ELG	Managing Self <ul style="list-style-type: none"> * 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 ELG	Creating with Materials <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

Computing: Year One

- * Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- * Create and debug simple programs
- * Use logical reasoning to predict the behaviour of simple programs
- * Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- * Recognise common uses of information technology beyond school
- * Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

How can EYFS children learn about Computing?

- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys

- using a Beebot
- watching a video clip
- listening to music

Key Vocabulary: Nursery	Ipad/tablet, App, CD player, Remote control, Mobile phone, Camera, Batteries/charger, Programme, Internet, Press/lift/forward/backwards
Key Vocabulary: Reception	Ipad/tablet, App, Touch screen, Scroll, Select, Click, Shut down, Mouse, screen, monitor, keyboard, Programme, Internet Software, Technology, Log on/in, Password, Online safety, Stranger

