EYFS Computing

CHERRY TREE PRIMARY SCHOOL

Computing

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas.

Computing is taught cross curricular every day during both adult directed and child initiated learning. E.g. through games on the IWB, using a beebot or learning to use the buttons on the CD player.

We record Computing through observations which can be seen on Tapestry in Nursery and Reception. Tapestry is an online learning journal which consists of pictures of children's work, children's voice, moments from home e.g. games on their home Ipads, adult led activities, independent activities as well as child initiated learning (this is where children can choose where to work and we scaffold their learning). Work is also displayed on the wall.

Examples of some activities that can be seen across the year in EYFS are:

- Beebots moving forwards and backwards
- Using a CD player
- Completing games for all areas of the curriculum on the IWB and class computers
- Turning on and off a torch
- Using google to find out information

Below is the EYFS statements taken from Birth to 5 that children need to meet during Nursery and Reception. You can see the progression from Range 5 to Early Learning Goals (ELG). ELG is where children should be at the end of Reception. Computing is mostly seen in Understanding of the World (UW).

	Understanding of the World (UW)
Range 5	**Technology** Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images Knows that information can be retrieved from digital devices and the internet Plays with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet
Range 6	**Technology** Completes a simple program on electronic devices Uses ICT hardware to interact with age appropriate computer software Can create content such as a video recording, stories, and/or draw a picture on screen Develops digital literacy skills by being able to access, understand and interact with a range of technologies Can use the internet with adult supervision to find and retrieve information of interest to them
ELG	**Technology** **N/A**