

Computing in the Early Years at Millfields First School

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to show how the skills taught across EYFS feed into national curriculum subjects.

The following information demonstrates which statements from the 2020 Development Matters are prerequisite skills for computing within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for computing.

The most relevant statements for computing are taken from the following areas of learning:

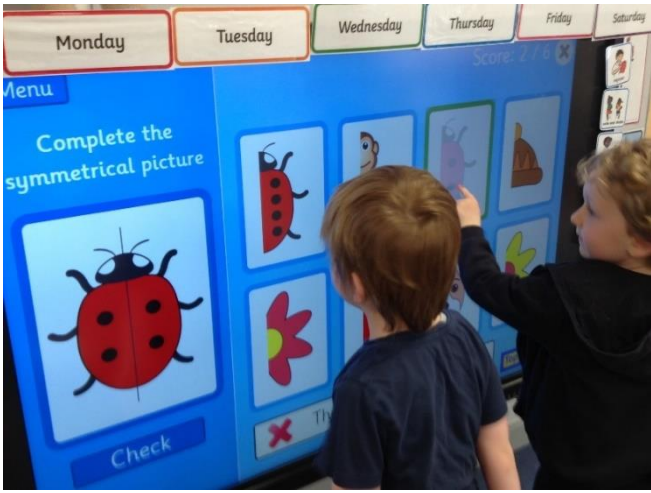
- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

Three- to Four-Year-Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> • 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.
Reception	Personal, Social and Emotional Development		<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 e.g: sensible amounts of screen time.
	Physical Development		Develop their fine 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	<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.

Children are given the opportunity to explore a range of technology throughout the year including the use of Beebots and how to program them effectively; and the use of iPads and laptops to explore learning opportunities and play games. The children are also taught how to use the camera on the iPad to capture their own learning experiences. The children have daily access to the IWB's where they can further enhance their experiences across the areas of learning.

The children are also made very aware of the importance of internet safety which is linked to our theme on stranger danger.

Opportunities are also made to show how technology impacts on our lives in other ways for example, television, microwaves, phones and cars.



Using the IWB independently to access different programs.



Programming the Beebots to complete a route. Gaining an understanding of direction.