

Learning in EYFS: Computing

This document demonstrates which statements from the Development Matters are prerequisite skills for Computing within the national curriculum.

The most relevant statements, from the EYFS Development Matters, for Computing are taken from the following areas of learning:

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

In early years at Brentnall, we recognise that children need to be exposed to a wide range of higher-level vocabulary. Therefore, throughout their time in early years, we ensure children have had some specific teaching and learning experiences, through rich vocabulary, that are linked with foundation subjects. This forms only part of a wide range of vocabulary, topics and experiences, following the children's interests. The learning across all the seven areas in early years supports the children's holistic development, ready for the transition to the KS1 curriculum.

Computing			
Three and Four-Year-Olds	<i>Personal, Social and Emotional Development</i>		<ul style="list-style-type: none"> • Remember rules without needing an adult to remind them.
	<i>Physical Development</i>		<ul style="list-style-type: none"> • Match their developing physical skills to tasks and activities in the setting.
	<i>Understanding the World</i>		<ul style="list-style-type: none"> • Explore how things work.
Reception	<i>Personal, Social and Emotional Development</i>		<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: <ul style="list-style-type: none"> - sensible amounts of 'screen time'.
	<i>Physical Development</i>		<ul style="list-style-type: none"> • Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	<i>Expressive Arts and Design</i>		<ul style="list-style-type: none"> • Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	<i>Personal, Social and Emotional Development</i>	<i>Managing Self</i>	<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.
	<i>Expressive Arts and Design</i>	<i>Creating with Materials</i>	<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.

Specific Teaching and Vocabulary in Early Years

- A range of technology introduced throughout the year.
- Children are taught how technology can be used to find information.
- Use of iPads/iPods is encouraged for children to take photos of their own play/creations.
- Use of screen time linked to health and well-being is taught a long with eating healthily.

Vocabulary

Start

ok
internet
search
log on
password