

## What does Computing look like in EYFS?

Computing in EYFS is developed across specific strands from the Development Matters 2020 statements which are as follows:

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

	Nursery	Reception
<u>Personal, social and emotional</u>	<ul style="list-style-type: none"> <li>• being able to remember rules without needing an adult to remind them.</li> <li>• Select and use activities and resources, with help when needed</li> </ul>	<ul style="list-style-type: none"> <li>• show resilience and perseverance in the face of a challenge</li> <li>• know and talk about the different factors that support their overall health and wellbeing such as sensible amounts of ‘screen time’</li> </ul>
<u>Physical Development</u>	<ul style="list-style-type: none"> <li>• Match their developing physical skills to tasks and activities in the setting.</li> </ul>	<ul style="list-style-type: none"> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>• Develop overall body-strength, balance, co-ordination and agility.</li> </ul>
<u>Understanding the world</u>	<ul style="list-style-type: none"> <li>• Explore how things work</li> </ul>	
<u>Expressive Art and Design</u>	<ul style="list-style-type: none"> <li>• Create closed shapes with continuous lines, and begin to use these shapes to represent objects</li> <li>• Listen with increased attention to sounds</li> </ul>	<ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>• They create collaboratively, sharing ideas, resources and skills.</li> </ul>

Despite computing not being explicitly mentioned within the (EYFS) framework, there are many opportunities for young children to use technology to solve problems and produce creative outcomes.

By the end of EYFS children should be able to:

- use a range of small tools, including scissors, paintbrushes and cutlery.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used

What this will look like in EYFS-

Children will:

- Have access to a range of technology resources such as torches with switches, remote controlled cars, Bee bots, talking tins/buttons, voice recording toys, class iPads and IWB.
- Use a range of technology resources to support learning in other areas of the curriculum.
- Taught how to use the resources for different purposes e.g.- iPads to watch videos, play games, take photographs and listen to stories.
- Opportunity to use age appropriate software programmes ( Purple Mash) to explore , use and refine a variety of artistic effects to express their ideas and feelings.
- Fine Motor skill activities to help build up the skills required for the keyboard / mouse control.
- Areas to be enriched with technology based toys for example – till, phones, remote controls etc.

