

EYFS curriculum expectations:

Although the technology strand has been removed from “Understanding the World” allowing children the opportunity to explore technology in a carefree and child-led way, means that not only will they develop a familiarity with equipment and vocabulary but they will have a strong start in Key Stage 1 computing.

Our Computing scheme for the EYFS is centred around play-based, unplugged (no computer) activities that focus on building children’s listening skills, curiosity and creativity and problem solving.

Technology in the Early Years can mean:

- 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

Data and information

- Children sort and categorise data and are introduced to branching databases and pictograms

Computing Systems and Networks- Using a computer

- Learning about the main parts of a computer and how to use the keyboard and mouse. Logging in and out

Computing Systems and Networks- Exploring Hardware

- Tinkering and exploring with different computer hardware and learning to operate a camera

Programming A – All About Instructions

- The children learn to receive and give instructions and understand the importance of precise instructions

Programming B – Programming Bee- bots

- Children learn about directions, experiment with programming a Bee-bot/Blue-bot and tinker with hardware

