

Computing

In the **EYFS Statutory Framework** there are seven areas of learning. 'Computing' is mentioned as part of the 'Understanding the World' area of learning; the Early Years environment and curriculum should 'foster understanding of our culturally, socially, **technologically** and ecologically diverse world.'

At Henley Green we use '**Development Matters**' to deliver the curriculum. Although no specific 'Computing' skills are outlined, Computing can be used to maximise the learning environment of pupils, enabling them to make progress towards the seven areas of learning. Moreover, in order to narrow the attainment gap, we aim to give children a head start with 'pre-computing' concepts and skills to aid the transition into KS1.

This outlines some essential things we want the children to experience, learn and be able to do.

	2&3-year-olds will be learning to: <i>Our 'Little Acorns' provision focuses on developing the prime areas of: 'Communication and Language', 'Physical Development' and 'Personal, Social and Emotional Development'. These early experiences work towards starting the children on their journey towards meeting our key outcomes for EYFS:</i> - Are independent and curious learners - Are proud to be part of their school community - Are confident communicators	3 & 4-year-olds will be learning to:	Children in Reception will be learning to:
Understanding the World	<ul style="list-style-type: none"> Engage in role play using technology found inside the home 	<ul style="list-style-type: none"> Engage in role play using technology found inside and outside of the home Experiment with how to make a floor robot move Look online together to find the answers to some questions 	<ul style="list-style-type: none"> Engage in role play using technology found inside and outside of the home, including information technology Understand that answers to some questions can be found on the Internet Use a safe part of the internet to play and learn Experiment with how to make a floor robot move to a specific location
Communication and Language	<ul style="list-style-type: none"> Talk on the phone Engage in stories with interactive elements e.g. pressing buttons Request songs to be played using an electronic device 	<ul style="list-style-type: none"> Work or play together with another child on a device Explain why they have chosen to press a button, and what that button will do Start to discuss how to stay safe when using devices 	<ul style="list-style-type: none"> Give and follow precise instructions (a simple algorithm) Explain what will happen if a simple algorithm goes wrong Talk about the technology which is used at home and at school Explain simple ways to stay safe online
Personal, social and emotional development	<ul style="list-style-type: none"> Make choices about which buttons to press on simple devices 	<ul style="list-style-type: none"> Make choices about which buttons to press on devices, including touch screens and robots 	<ul style="list-style-type: none"> Record thoughts and feelings using video and audio recording Understand who to ask if they are not sure how to react to a situation online

Physical development	<ul style="list-style-type: none"> Press buttons on a touch-screen 	<ul style="list-style-type: none"> Tap and drag objects on a touchscreen Select buttons on a touchscreen, developing control 	<ul style="list-style-type: none"> Use a touchscreen with increasing control for both small and large scale movements, including tapping and dragging
Literacy	<ul style="list-style-type: none"> Read books with buttons to press to support the story 	<ul style="list-style-type: none"> Turn the pages of an e-book to follow a story 	<ul style="list-style-type: none"> Form letters on a touchscreen Find the letters on a keyboard Type the letters to spell their first name
Mathematics	<ul style="list-style-type: none"> Begin to sort digital objects into different groups 	<ul style="list-style-type: none"> Understand the directions forwards and backwards Recognise that arrows can show direction Drag and drop objects on a screen while counting them 	<ul style="list-style-type: none"> Draw shapes on a touchscreen Find numbers on a keyboard Understand the directions forwards, backwards left and right Follow arrows to reach a destination
Expressive arts and design	<ul style="list-style-type: none"> Mark make on a touchscreen Take a photograph 	<ul style="list-style-type: none"> Draw a picture on a touch-screen (tablet, tilt table or interactive white board) Take a photograph using a front and back facing camera on a tablet 	<ul style="list-style-type: none"> Draw a picture on a touch screen (tablet, tilt table or interactive white board) with a range of colours and drawing tools Take a photograph using a front and back facing camera, and add a filter to the photograph
Devices in the learning environment	<ul style="list-style-type: none"> Household technology – phone, kettle, toaster, camera Disconnected information technology e.g. keyboard, remote control, phone Interactive books Echo Dot 	<ul style="list-style-type: none"> Remote control vehicles Interactive tilt table, with educational apps Interactive whiteboard Torches Microphones 	<ul style="list-style-type: none"> Tablets Tablet keyboards Code and Go Robot Mice Colour-coded computer keyboard (+ activities) Interactive whiteboard Microphones

Opportunities for technology to support the current LTPs in EYFS:

	Little Acorns	Nursery	Reception
Autumn 1	<u>All About me</u> - Take a digital photo of myself using a tablet - Record a sentence about me e.g. My name is ... , using a digital device.	<u>Our world at Autumn time</u> Take photos of the world around me Sensory worlds app (interactive table) – woodland – explore/magnify	<u>Bugs</u> Use a search engine to find and explore pictures of bugs Sensory worlds app (interactive table) – woodland – explore and magnify Photograph minibeasts Online Safety: Smartie the penguin (story A)
Autumn 2	<u>What's outside</u> Sensory worlds app (interactive table) – garden - explore	<u>Celebrations</u> - use Google Maps/Google Earth to look at different countries - use a Cbeebies app to visit children's homes virtually	<u>Henley Green Christmas Show</u> - use digital painting to design a picture for the cover of the program (tablets) - video performances Online Safety: Smartie the penguin (story B)
Spring 1	<u>Places to go</u> Photograph the environment Explore different electronic vehicles	<u>Hot and Cold</u> - check the temperature on a digital screen, recognising icons for sun, rain and clouds	<u>Space</u> Google Maps/Google Earth Online safety: Project Evolve – EYFS strand 'Online Relationships' Lesson 2 (using technology to communicate)
Spring 2	<u>Eggs</u> - use a timer to tell when eggs are cooked	<u>On the Farm</u> - Eric Carle 'Around the farm' book – select the buttons to enhance the story	<u>Animal Babies</u> - Take a photo every day to record the chicks hatching and growing - Time lapse videos - Make a class digital story to record the chick's growth - Explore the difference between old and new photos Online Safety: Project Evolve - EYFS strand 'Online Bullying' Lesson 1 (unkind people online)

<p>Summer 1</p>	<p><u>Pets/animals</u></p>	<p><u>Growth and Change part 1</u> Photograph and discuss changes observed over a period of time</p>	<p><u>All Around the World</u></p> <ul style="list-style-type: none"> - videoing skills (video themselves and others) - use Google Maps/Google Earth to look at different countries - scan a QR code linked to e.g. Google Translate <p>Online Safety: Project Evolve – EYFS strand ‘Health, Well-Being and Lifestyle’ (staying safe and healthy when using technology)</p>
<p>Summer 2</p>	<p><u>Colours</u> - draw a rainbow on a touchscreen</p>	<p><u>Growth and Change part 2</u></p> <ul style="list-style-type: none"> - Record precise instructions for making a sandwich (sandwich robot activity) - Take a photo every day to record cress growing 	<p><u>Mini Olympics</u></p> <ul style="list-style-type: none"> - use a stopwatch to record times - Record precise instructions for making a fruit salad (fruit salad robot activity) <p>Online Safety: Project Evolve – EYFS strand ‘Privacy and Security (identifying examples of personal information)</p>