

EYFS in Computing at Langley Green

The Early Learning Goals that previously linked to computing (EYFS technology) have been removed from the Early Years Foundation Stage Framework 2020. However, we understand how important it is that children develop their technology skills and will continue to use a range of technology to support and enhance learning in other areas of the curriculum. For example, the children will continue to use the Bee-Bots when learning about direction, use Ipads to watch videos linked to our topics and play games to develop phonic and number skills.

Computing			
Three and Four-Year-Olds	Personal, Social and Emotional Development		• Remember rules without needing an adult to remind them.
	Physical Development		• Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		• Explore how things work.
Reception	Personal, Social and Emotional Development		• Show resilience and perseverance in the face of a challenge. • Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.
	Physical Development		• Develop their small 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	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

The table above 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

This prepares the children for their computing in year 1 as they build upon these skills.

Unit	Year 1 objectives that follow on from EYFS	Links to EYFS
1 - Computing systems and networks - Technology around us.	Lesson 6: To create rules for using technology responsibly	<ul style="list-style-type: none"> Remember rules without needing an adult to remind them Explain the reasons for rules, know right from wrong and try to behave accordingly.
2 - Creating Media - Digital Painting.	Lesson 3: To make careful choices when painting a digital picture Lesson 5: To use a computer on my own to paint a picture	<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
3- Programming - moving a robot	Learning to use a beebot and creating a program.	<ul style="list-style-type: none"> Explore how things work.
4 - Data and information - grouping data	Lesson 2: To identify that objects can be counted Lesson 3: To describe objects in different ways Lesson 4: To count objects with the same properties Lesson 5: To compare groups of objects	ELG - Mathematics
5 - Creating media - digital writing	Lesson 1: To use a computer to write Lesson 2: To add and remove text on a computer Lesson 3: To identify that the look of text can be changed on a computer Lesson 4: To make careful choices when changing text	ELG - Literacy <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.
6- Programming B - Introduction to animation	Lesson 1: To choose a command for a given purpose Lesson 2: To show that a series of commands can be joined together	Explore how things work.

This table shows how year 1 builds upon EYFS.