COMPUTING IN EYFS

Although the technology strand was removed from the Understanding the World area of learning, computing and technology are still vitally important in EYFS. (STEM learning)

Building a strong foundation	Building problem solving skills	Encouraging resilience	Supporting other areas of learning	Developing digital literacy
Plugged or unplugged activities. Activities which familiarise pupils with technology they may use more formally in KS1. E.g. taking photos, tinkering with a Bee-bot, doodling on a screen or including an old keyboard in the role play area.	Activities that involve computational thinking. Pupils learn to break problems down into smaller pieces and focus on the important facts.	Computing tasks often require persistence to find a solution. There can be an element of trial and error, or tasks can need debugging. This process helps children develop their resilience as they learn to keep trying until they find a solution.	E.g. Drawing app and mouse control develops fine motor skills. Educational games can reinforce numeracy and literacy skills. Activities require children to follow instructions and explain their thinking. Computational thinking activities also include pattern spotting and logical thinking.	In this technological age, digital literacy is becoming an absolutely fundamental skill for all. Introducing computing in EYFS helps children get to grips with technology from a young age, preparing them for a world where digital skills are essential. Plus, it's a great way to teach early e-safety, ensuring pupils can use tech safely both in and out of school.

Rec specific computing lesson focus:					
AUT 1	AUT 2	SPR 1	SPR 2	SUM 1	SUM 2
Learning how to log in, use a mouse and use the key board. Learning how to play a simple game. (ceebeebies)	Logging in independently. Accessing and logging into personal games account. (education city)	Operating a simple art software to draw a picture linked to learning. (paint)	Using word to better understand the keyboard. Making lists based on their phonics/learning.	Creating simple algorithms and operating Beebots around a map.	Taking photographs.
E-safety:					
- Importance of passwords and why we have them. - Childnet -Smartie the Penguin - Teaching that it is ok to say "no" and respecting when people do.					

In the learning environment:
- Computers in classroom
- Opportunities to use teacher's Ipad
- Toys with buttons, levers and pulleys available
- Calculators
- Role play areas with computer screens, key boards, phones, tills, microscopes in
- Voice recorders
- Listening posts
- Interactive whiteboard
- Headphones