Computing Progression in EYFS

Computing Progression in EYFS - Embleton Primary School

Although computing is not a specific area of the Early Years curriculum we know that technology in integral part of children's life and learning. In our Early Years we lay the foundations for computing. It is taught as part of Understanding the World, Communication and Language and Personal, Social and Emotional Development.

Nursery	Reception
Explore a range of technology in play e.g.mobile phone, cooker, keyboard	Know that information, pictures, videos, and music can be stored and found using computers
Use simple cause and effect software and devices, recognising that effects are a result of their actions	Talk about, explore and complete simple programs or apps
Explore how different devices and apps can be controlled and talk about what they think has happened or what will happen	Know that a sensible amount of screen time plays a part in keeping heathly
Begin to know that too much screen time is not healthy	Follow the school rules for keeping safe online
Use a touchscreen to target and select options on the screen.	Use a range of formats e.g. image, video and audio.
Recognise the basic parts of an iPad e.g. screen, buttons, camera	Operate a digital device with support to fulfil a task.
Begin to know that it is important to check with an adult before using devices with a screen	

End of Reception: Children will be able to talk about technology that is used at home and at school. Children will be able to use simple computing devices e.g. a programmmable toy and use simple software to make something happen. Children will be able to talk about different kinds of information such as pictures, videos, text and sound. Children will know to tell an adult if something worrying or unexpected happens.