

EYFS Computing

Computing is not explicitly mentioned in the EYFS framework but despite this we feel there are numerous opportunities provided through the use of technology which we expose our children to in order to further their development. Alongside these opportunities and due to the mixed year group nature of our classes we are in the unique position to expose the children in our Early Years setting to technology lessons at a younger age. Not only does this support their development and provide opportunities for furthering learning within the EYFS framework but it also reduces their cognitive load as they progress into Key stage 1 as they are already familiar with the technology.

Understanding the World

Children understand the world in creative and unique ways and we foster this in many ways. One way in which we use technology to do this is through providing children with the opportunity to take photographs independently using our set of iPads. Although some of this work is directed children have the opportunity to access the iPads at more independent times and to take photographs of the world that interest and inspire them.

Literacy, Communication and Language

Through our coding lessons children learn to give and follow instructions and also learn the complexities involved in this. We encourage children to vocalise their instructions to peers and this in turn builds confidence and teaches them how to express themselves effectively.

Physical Development

The use of mobile and tablet devices is becoming ever prevalent and we often find that children are very skilled with these devices upon entry to school. However, the opportunity to use mice and keyboards is often restricted and so children are keen to explore and use these new devices in the classroom and in turn develop the fine motor skills required to do so.

Expressive Arts and Design

Another key area that is addressed through our computing curriculum is the development of art and design. Creative outcomes can be produced through computing which allows pupils to take ownership of their own ideas and work.



Computing River Map

