# EYFS - BUILDING BLOCKS TO COMPUTING

## **KNOWLEDGE ORGANISER**

# What will we learn about next? In Year 1, we will Use technology purposefully to and retrieve digital content recognise information technology

create, organise, store, manipulate

- common uses of beyond school
- use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about context or contact on the internet or other online technologies

### EYFS AND THE EARLY LEARNING GOALS

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas.

Literacy

Mathematics

Understanding the World

Communication and Language

**Expressive Arts** and Design

Personal Social and Emotional Development

The most relevant statements for Computing are taken from the following areas of learning and these will help to form the building blocks to our Computing curriculum to enable children to succeed throughout the school:

- Personal, Social and Emotional Development
- Physical Development
- Expressive Arts and Design

#### WHAT DOES THIS LOOK LIKE IN THE EARLY YEARS CLASSROOM?

- Children will explore software such as Purple Mash and Numbots.
- They will use programming software such as Beebots.
- Ipads will be available for children to use throughout continuous provision, to access games and programmes to support the curriculum.
- Children will regularly review online safety and build a deep understanding of how to be safe when using the internet and sensible amounts of screen time.

#### RECEPTION LEARNING- DURING THE YEAR

### **PERSONAL SOCIAL AND EMOTIONAL DEVELOPMENT**

• Show resilience and perseverance in the face of a challenge



#### PHYSICAL DEVELOPMENT

- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.

#### EXPRESSIVE ARTS AND DESIGN

• Explore, use and refine a variety of artistic effects to express their ideas and feelings

## EARLY LEARNING GOALS- EXPECTATIONS BY THE END OF THE YEAR

## **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.

Key	Vocabulary
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technology fine motor skills TV resilience tablet screen time perseverance computer ipad teacher independence health right safe e-safety trusted adult wellbeing parent wrong