



EYFS LEARNING IN COMPUTING

at Margaret Wix Nursery and Primary school
















Overview

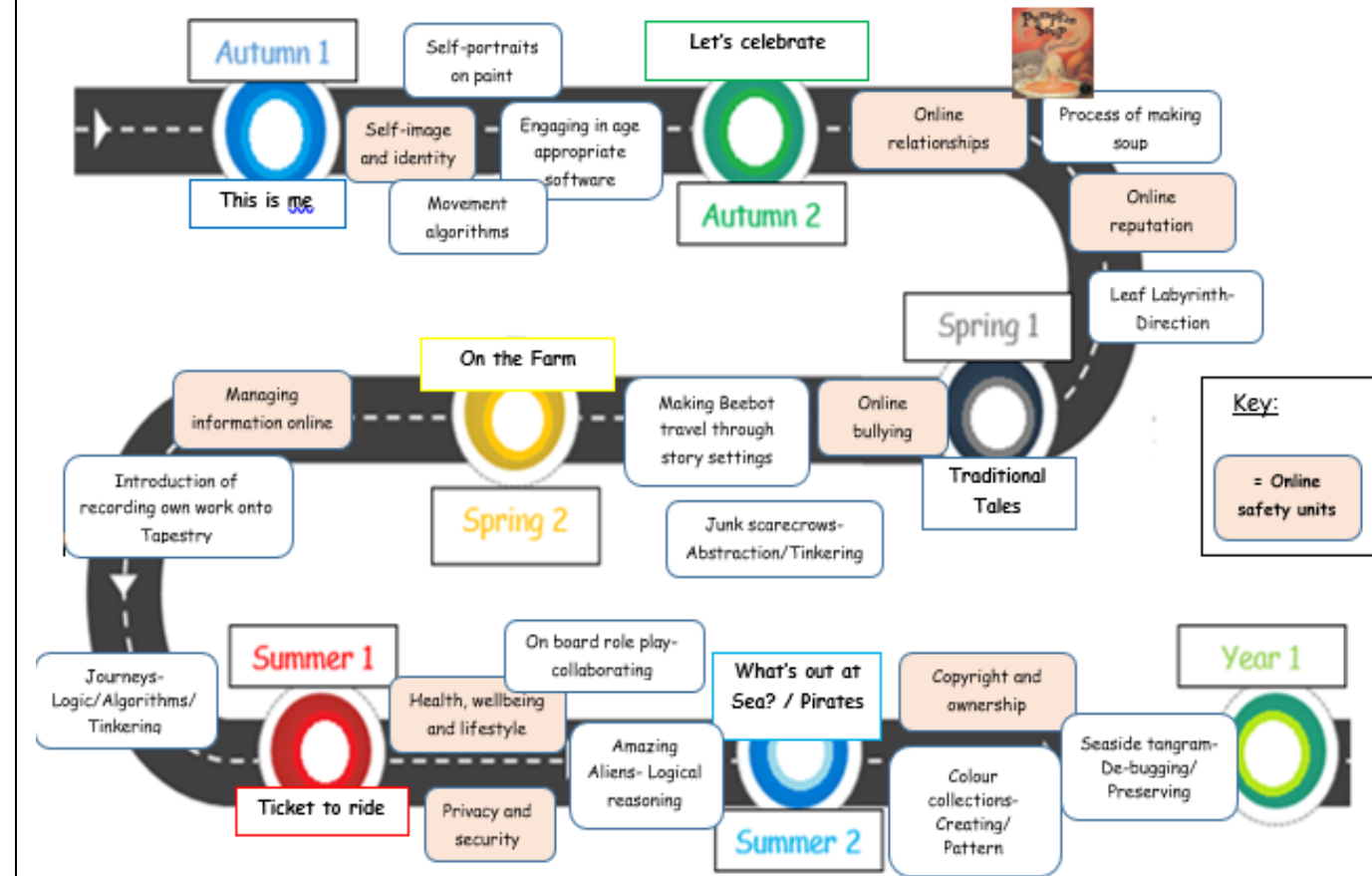
In EYFS, Computing used to be found within 'Understanding of the World' (UW) but now no longer has its own outcomes. We now incorporate Computing within all 7 areas of learning within the EYFS,

- Physical Development
- Personal, Social and Emotional Development
- Communication and language
- Literacy
- Maths
- Understanding of the world
- Expressive Art and Design

Along with a focus lesson a week, here is where you will see COMPUTING applied in EYFS

Reception environment	Creative area 	Role play area 	Maths area 	Reading area 
	Technology area 			
Nursery environment	Creative area 	Role play area 	Maths area 	Playdough area 
Other opportunities	Music wall 	Outdoor stage 	Outdoor maths area 	Interactive whiteboard 

The Wix way



- Key Vocabulary
- Algorithms
 - Computational thinking
 - Computer
 - Technology
 - Keyboard
 - Camera
 - Toy
 - Recording
 - Mouse
 - Program
 - Hardware
 - Coding

EYFS

In Computing, we learn about computers and modern technology, and how we use them. Computers and technology are a part of our everyday life, and so it is really important that we are confident with them. Computing is also important because it teaches us to solve problems and come up with new ideas. Computing in EYFS is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity and creativity and problem solving. Technology in the Early Years can mean:

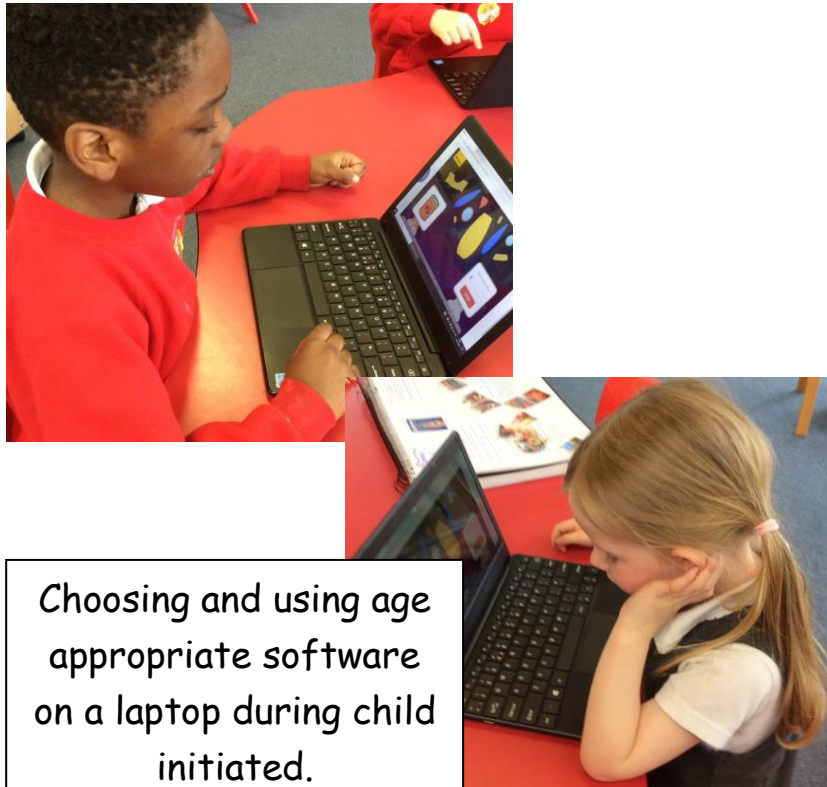
- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- using a Beebot
- watching a video clip
- listening to music

Allowing children the opportunity to explore technology in this carefree and often child-led way, means that not only will they develop a familiarity with equipment and vocabulary but they will have a strong start in Key Stage 1 Computing and all that it demands.

Linked areas of learning within the EYFS

Three and Four-Year-Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Remember rules without needing an adult to remind them.
	Physical Development		<ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		<ul style="list-style-type: none"> Explore how things work.
Reception	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: <ul style="list-style-type: none"> -sensible amounts of 'screen time'.
	Physical Development		<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	Personal, Social and Emotional Development	Managing Self	<ul style="list-style-type: none"> 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	<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.

Children in action in Computing in EYFS



Choosing and using age appropriate software on a laptop during child initiated.

Dione making patterns

Authored by Firetips Children added: 15 Mar 2023 11:37 AM
Approved by An Stacey on 15 Mar 2023 07:33 PM

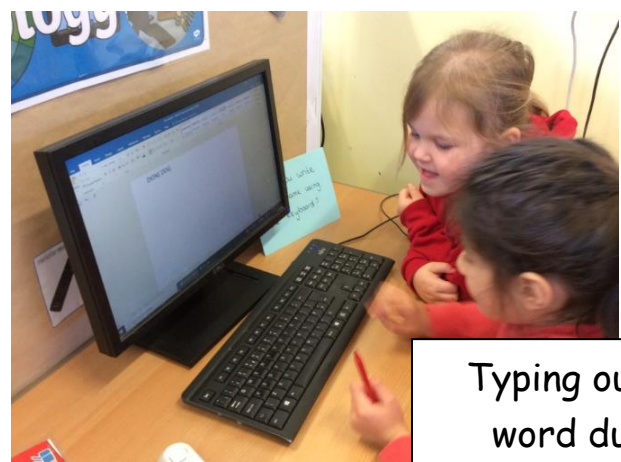


Children starting to upload their own work onto Tapestry.

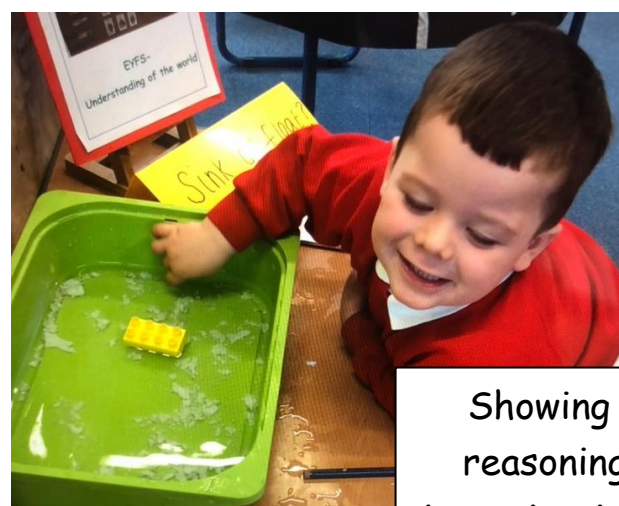
Notes
I made a A B C D pattern



Collaboration and creating as the children made a car during our Transport topic.



Typing our names on word during child initiated.



Showing Logical reasoning at the investigation station.

Following algorithms as they made Snail biscuit as during 'The Snail and the Whale' focus week.

