Where Computing fits into the EYFS curriculum.

The most relevant statements for computing

are taken from the following areas of learning.

- Personal, Social and Emotional Development

- Physical Development

- Understanding the World

- Expressive Arts and Design

Computing
in EYFS

at St Joseph's Catholic Primary School

We have focused computing sessions that will support children's independent learning and skills to use the computers. We also use Ipads in the classroom with relevant age-related Apps to support learning. The children are exposed to different 'technology' resources in their role play and activities i.e. cameras, keyboards, kettles...

Here are some planned activities we will look at this year.

Reception children	Personal, Social and Emotional Development	• Show resilience and perseverance in the face of a challenge. • Know and talk about the different factors that support their overall health and wellbeing: • - sensible amounts of 'screen time'.
	Physical Development	• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design	Explore, use and refine a variety of artistic effects to express their ideas and feelings.

ELG	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.

Computing throughout the Year in Reception...

Computing

When the children first come into school we use simple games on the Ipad's to support using technology and simple computer programs.

Within our continuous provision the children can access the tablets/ ipads. We use Topmarks games to promote learning through Maths, ICT and phonics.

The children have purple mash log ins which we are beginning to use and will be sent home for the children to access.

Technology in the classroom

Ipads, Whiteboard, Electronic toys, Beebots, Calculator, Games, Stopwatches, role play resources.

From the start of the year we go into the Computer Suite, some of us go with our buddies. We begin by looking at how to turn on the computer; look at the keyboard, monitor etc.

Internet safety

We ensure that the children know how to stay safe online. This is talked about throughout the year and during safer internet day.

Basic coding

Exploring Beebots and using the Beebot mats and navigating them around the room.