



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

In reception, we have focused computing sessions that help children develop independence and confidence when using iPads. We use age-appropriate apps to support learning across all areas of the curriculum. Children also explore and use a variety of technology in their play activities i.e. cameras, keyboards and other everyday devices to understand how technology helps us in our world. Here are some of the exciting activities we'll be exploring throughout the 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...



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

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

**purple
mash**



Within our continuous provision the children can access the iPads. We use Topmarks games to promote learning through Maths, Literacy, Phonics and Computing.

Technology in the classroom
Ipads, Whiteboard, Electronic toys, Beebots, Calculator, Games, Stopwatches, role play resources.

Article 17: Children have the right to find out information from books, media, and the internet, and adults should help them use these safely and wisely.



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.

