

The Good Shepherd Catholic Primary School



*Following Jesus,
The Good Shepherd,
in all we say and do*

Computing in EYFS



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Computing in EYFS at The Good Shepherd:

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
- The EYFS to Key stage 1 bridging curriculum has been added

Computing			
Three and Four-Year-Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> • Increasingly follow rules, understanding why they are important.
	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.
	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. • Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.
	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.

Computing

Organisation of knowledge	Safe, effective and competent use of technology Personal use, devices, safety	Computer science and coding Algorithms, programming	Using information effectively Personal information, software/application knowledge
Relevant ELG			
KS1 readiness objectives	<ul style="list-style-type: none"> Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively 	<ul style="list-style-type: none"> Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively 	<ul style="list-style-type: none"> Awareness of different technologies in and out of school Awareness of the cause and effect of technology Awareness of digital storage of information- photography, digital writing and research information Awareness of input and outputs of devices Can use technology to express creatively and constructively