COMPUTING IN FOUNDATION STAGE

WITHIN EYFS, COMPUTING IS NOT A STATUTORY PART OF THE CURRICULUM, HOWEVER, WE ENSURE THAT CHILDREN IN RECEPTION RECEIVE A EXPANSIVE EXPERIENCE THAT SUPPORTS THE DEVELOPMENT OF COMPUTATIONAL THINKING SKILLS. THIS DEVELOPMENT IS DELIVERED LARGELY THROUGH AN 'UNPLUGGED APPROACH' - USING PRACTICAL RESOURCES RATHER THAN COMPUTERS OR ONLINE SERVICES, HOWEVER PUPILS ARE ALSO PROVIDED WITH AN INTRODUCTION TO TECHNOLOGY INCLUDING HOW IT WORKS AND WHAT IT CAN BE USED FOR. THESE SKILLS ARE DEVELOPED ALONGSIDE THE 8 AREAS OF LEARNING AND DEVELOPMENT WITHIN THE EARLY YEARS FOUNDATION STAGE FRAMEWORK THROUGH CONTINUOUS PROVISION.

PUPILS LEARN TO INTERACT WITH TECHNOLOGY IN EYFS AND THEN CONSOLIDATE AND BUILD ON THAT LEARNING IN KS1. THE MOST RELEVANT STATEMENTS FOR COMPUTING ARE IN 4/7 EYFS AREAS OF LEARNING:



- PERSONAL, SOCIAL AND EMOTIONAL DEVELOPMENT;
  KNOW AND TALK ABOUT THE DIFFERENT FACTORS THAT SUPPORT THEIR OVERALL HEALTH AND WELLBEING – SCREEN TIME

- PHYSICAL DEVELOPMENT; DEVELOP SMALL MOTOR SKILLS TO USE A RANGE OF TOOLS COMPETENTLY INCLUDING IPADS, CAMERAS AND KEYBOARDS

- UNDERSTANDING THE WORLD; EXPLORE HOW THINGS WORK

- EXPRESSIVE ARTS AND DESIGN; EXPLORE, USE AND REFINE A VARIETY OF ARTISTIC EFFECTS TO EXPRESS THEIR IDEAS AND FEELINGS AND EXPERIMENT WITH COLOUR AND TEXTURE.