

St Mary's Computing Overview - Reception to July 2021

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The table below outlines the most relevant early years outcomes from 30-50 months to ELG, brought together from different areas of the Early Years Foundation Stage, to match the programme of study for computing.

The most relevant early years outcomes for computing are taken from the following areas of learning:

- Understanding the World

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Computer Discovery Mouse and Keyboard Skills – Part 1	Mouse and Keyboard Skills – Part 2 Early Digital Music – Part 1	Early Digital Music – Part 2 E-Safety	Digital Literacy and Numeracy Digital Photos and Video	Digital Art and Design	Early Programming
	<p><u>30-50 months</u> Understanding the World – Technology</p> <ul style="list-style-type: none"> • To know how to operate simple equipment. • To show an interest in technological toys with knobs or pulleys, or real objects. • To show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. • To know that information can be retrieved from computers. <p><u>40-60 months</u> Understanding the World – Technology</p> <ul style="list-style-type: none"> • To complete a simple program on a computer. • To interact with age-appropriate computer software. <p><u>ELGs</u> Understanding the World – Technology</p> <ul style="list-style-type: none"> • To recognise that a range of technology is used in places such as homes and schools. To select and use technology for particular purposes. 					