



EYFS

Computing in EYFS is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity, creativity and problem solving.

Allowing children the opportunity to explore technology in this play based and often child-led way, means that not only will the children develop a familiarity with equipment and vocabulary but they will have a strong start in Key Stage 1 Computing and all that it demands.

Computing in EYFS is cross-curricular with a strong link to **communication and language, mathematics, physical development and the characteristics of effective learning** in particular.

Children will learn to:

Understand technology through questions e.g.

How does it work? What happens when I press..? How does equipment help? What can I use it for?

*Technology in the classroom

Laptops, computers, whiteboards, calculators, cameras, tablets, bee bots, voice recorders, electronic toys

*Technology in the home

Microwaves, hoovers, TVs, phones, electronic toys

Children learn **basic coding**-

Instruct beebots to do specific tasks- move forwards, backwards, sideways.

Instruct 'human' beebots to move- make up codes for other children to follow.