# Curriculum Coverage - EYFS

Although not explicitly mentioned in the Development Matters 2021, Computing supports the development of several statements outlined in the Statutory framework.

### 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 (Information Technology)

# What does Computing look like in EYFS?

#### Year R Computing MTP Overview

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+	Autumn 1 <u>Digital Literacy</u> All about me	Autumn 2  Computer Science: Then and now	Spring 1 Information Technology Traditional Tales & nursery rhymes	Spring 2 <u>Information</u> <u>Technology</u> Jet setters	Summer 1  Information Technology Amazing animals	Summer 2 Information Technology Under and over the sea/Moving On
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Most of the Computing learning is guided by the children during Continuous Provision. During this time, Information Technology is being used to enhance learning, perhaps taking photos of a bug they have found/their work/play or using the recording a video of a dance they have learned. Computational skills also acquired through games such as 'Follow The Leader', problem solving when completing puzzles, building blocks or controlling a BeeBot. Digital Literacy is gained as they use technology such as iPads, talking tins, as well as discussing how to keep ourselves safe.

Explicit weekly Computing is planned and taught, with links to a point of children's recent interest or the half-term's topic - similar to KS1. Within these sessions, children will be taught a progression of skills such as mouse control, programming and what technology exists in our world around us.