Computing in the Early Years

The Statutory Framework for the Early Years Foundation Stage (September 2021) separates learning and development into seven areas (three prime areas and four specific areas). The most relevant statements for computing are taken from *Personal, Social and Emotional Development* (prime area of learning), Physical Development (prime area of learning) and *Expressive Arts and Design* (specific area of learning). The targets that relate to the computing curriculum, as set out in Development Matters guidance, are as follows:

Personal, Social and Emotional Development

1. Remember rules without needing an adult to remind them.
2. Show resilience and perseverance in the face of a challenge.
3. Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of 'screen time'.
4. Be confident to try new activities and show independence, resilience and perseverance in the face of challenge (ELG - Managing Self).
5. Explain the reasons for rules. know right from wrong and try to behave accordingly (ELG - Managing Self).

Physical Development

1. Develop their small motor skills so that they can use a range of tools competently, safely and confidently.

Mathematics

1. Talk about and identify patterns around them..
2. Begin to describe a sequence of events, real or fictional, using word such as 'first', 'then'.
3. Continue, copy and create repeating pattern

Expressive Art and Design

1. Explore, use and refine a variety of artistic effects to express their ideas and feelings.
2. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function (ELG - Creating with Materials)

Computing in the Early Years at Danson Primary School

At Danson Primary School we put great emphasis on encouraging and developing ICT skills from an early age. Children have access to a range of technology in the early years classrooms including role play toys (microwaves, tills, phones, washing machines etc), interactive whiteboards, tablets and resources that encourage children to develop programming skills (such as Beebots and remote control vehicles). Children are also taught how to use a variety of ICT hardware and software through adult-led sessions throughout the year