



EYFS Links to Computing

Age bands	Development Matters	Birth to 5 Matters
0-3	Repeat actions that have an effect.	The beginnings of understanding technology lie in babies exploring and making sense of objects and how they behave (see Playing and exploring, Thinking creatively and critically)
3-4	Explore how things work.	
Reception		Anticipates repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times Shows interest in toys with buttons, flaps and simple mechanisms and begins to learn to operate them
ELG		Seeks to acquire basic skills in turning on and operating some digital equipment Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car Plays with water to investigate "low technology" such as washing and cleaning Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch capable technology with support Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images Knows that information can be retrieved from digital devices and the internet



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		Plays with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet Completes a simple program on electronic devices Uses ICT hardware to interact with age appropriate computer software Can create content such as a video recording, stories and/or draw a picture on screen Develops digital literacy skills by being able to access, understand and interact with a range of technologies Can use the internet with adult supervision to find and retrieve information of interest to them
Opportunities within the provision	Ipads, Kindles, Listening Station, Bee Bots, Interactive Board	
EYFS Computing Skills	Opening Purple Mash and logging in independently Accessing an age appropriate program Giving clear instructions (such as travelling over an obstacle course) Manage a device by correctly closing websites or apps and safely turning on and off. Input commands using the space bar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet). Input commands using a mouse to control a cursor and use the left click to select options OR use finger control to interact with a tablet (double tap, swipe) Experience simple apps and software and use these to present ideas.	
EYFS Computing Knowledge	That apps and programs can be accessed through a desktop computer and an iPad Give commands/instructions e.g. forward, backwards, go, stop, when using simple software/hardware Make choices about the buttons/icons to press, touch or click on when using simple software/hardware	
EYFS Computing Language	Monitor, mouse, CPU, keyboard, iPad, screen, interactive whiteboard, games, apps, programmes, algorithm, instructions, camera, selfie, front facing camera, rear camera,	



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