Godshill Primary School

Computing
Early Years Foundation Stage

CHALLENGE ACHIEVE RESPECT ENJOY

At Godshill we have computing activities integrated within the environment. Both the EYFS rooms are equipped with an interactive whiteboard that children have free access to throughout the day. Children are encouraged to record their work within the environment by using the digital photography.

At home the children are encouraged to continue their reading journeys by using software such as 'Oxford Reading Tree' and 'Teach your monster to read'.

Prime areas	Communication and Language	Physical development	Personal, Social and Emotional Development	Specific areas	Mathematics	Literacy	Understanding the World	Expressive Arts

0-3 years	3 - 4 years	Reception	At the end of Reception
Position, Direction and Movement	**Position, Direction and Movement** • Understand position through words alone – for example, "The bag is under the table," – with no pointing. • Describe a familiar route. • Discuss routes and locations, using words like 'in front of' and 'behind'.	**Position, Direction and Movement** • Explore directional arrows • Follow simple instructions	**Position, Direction and Movement** • Program a simple code to a desired location
		• Draw information from a simple map.	
	• To explore following a path using arrows	• To use arrows to create simple programs	• To use a programmable robot such as a beebot to guide to required location
• To use the interactive white board to mark make	• To use the interactive white board to mark make	To use.. • The interactive whiteboard • Digital cameras • Bee Bot robots • Simple computer programs	To use.. • The interactive whiteboard • Digital cameras • Bee Bot robots • Simple computer programs • Left mouse button • Keyboard directional keys

Relevant Early Learning Goals	Year 1 National Curriculum Objective
● There are no early learning goals that directly relate to computing objectives, though it is still expected that children will be introduced to appropriate technology and use it within their provision.	**Computing** ● Understand what algorithms are, how they are implemented as programs on digital devices and that programs execute by following precise and unambiguous instructions. ● Create and debug simple programs. ● Use logical reasoning to predict the behaviour of simple programs. ● Use technology purposefully to create, organise, store, manipulate and retrieve digital content. ● Recognise common uses of information technology beyond school. ● Use technology safely and respectively, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technology.