EYFS Understanding the World – Computing

In planning and guiding what children learn, practitioners must reflect on the different rates at which children are developing and adjust their practice appropriately, referring to the Characteristics of Effective Teaching and Learning

These are: **playing and exploring** – children investigate and experience things, and 'have a go'; **active learning** – children concentrate and keep on trying if they encounter difficulties, and enjoy their achievements for their own sake; **creating and thinking critically** – children have and develop their own ideas, make links between ideas, and develop strategies for doing things.

In addition, the **Prime** Areas of Learning (**Personal, Social and Emotional Development, Communication and Language and Physical Development)** underpin and are an integral part of children's learning in all areas.

Playing & Exploring - Engagement	Active Learning - Motivation	Creating & Thinking Critically - Thinking
• Finding out & exploring • Playing with what they know • Being willing to 'have a go'	• Being involved & concentrating • Keep on trying • Enjoying achieving what they set out to do	• Having their own ideas (creative thinking) • Making links (building theories) • Working with ideas (critical thinking

ELG - None

Focus	Algorithms	Creating programs	Using technology	Use of IT beyond school	Safe use
Nursery	• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images	• Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets	• Knows that information can be retrieved from digital devices and the internet	• Knows how to operate simple equipment, e.g. turn on CD player, uses a remote control, can navigate touch-capable technology with support	• Know how to handle equipment safely • Begin to know that they shouldn't use devices without supervision
Reception	• Develops digital literacy skills by being able to access, understand and interact with a range of technologies	• Completes a simple program on electronic devices	• Can create content such as a video recording, stories, and/or draw a picture on screen	• Begin to list different IT in their home	• Begin to give reasons why we need to stay safe online • Can use the internet with adult supervision to find and retrieve information of interest to them