FULFEN PRIMARY EYFS CURRICULUM DESIGN	
National Curriculum Subject	**Computing**
Key Stage 1	Pupils in Key Stage 1 will learn: • What algorithms are; how they are used and be able to create their own; • Create and debug simple programs; • Use logical reasoning to predict the behaviour of simple programs; • Use technology to create, manipulate, refine and share digital content; • Recognise common uses of information technology in school and beyond; • Use technology safely and respectfully.
EYFS Educational Programme	Even though 'technology' has been removed from the EYFS curriculum, our Early Years pupils still build vital skills to lay the foundations for the computing curriculum in Key Stage one. The EYFS curriculum ensures that pupils build problem solving and critical thinking skills, are familiar with technological language and online safety. Their learning underpins the skills required in the computing curriculum as children move into year 1. They do this in a variety of ways including: • increasingly following rules and understanding why they are important • exploring how things work • showing resilience in the face of challenge • explain the reasons for rules and understand factors that can affect their well-being. Pupils in the foundation stage have the opportunity for roleplay with a variety of equipment; they use listening stations and have regular opportunities to develop their use of programmable toys such as Beebot and Indie.
INTENT	**We aim to build (in sequence) the foundational knowledge, skills and understanding children need in order to be successful and prepare children for subsequent teaching and learning in Key stage 1 and beyond.** **In Early Years, we give children a breadth of experiences to build their problem solving and independence skills and understanding of technology and devices by:**

	• providing them with the freedom to explore, investigate and experiment when tinkering; • encouraging questioning and predicting; • encouraging collaboration – playing and working cooperatively; • nurturing the confidence to persevere; • encouraging them to make, check and fix things;	
Knowledge (What we want children to know)	**Coding and Programming** • What an algorithm is • Understand directional language • Understand that instructions need to be in the correct order **Uses of Technology** • Understand the uses of photographs and videos • Understand that images can be animated using a computer. • Recognise electronic devices and their use • Can talk about and use a range of technology • Explain how they made a robot move • Use different forms of electronic communication in free play (e.g. email, mobile phones, etc) **Online Safety** • When to tell an adult if something worrying or unexpected happens whilst using the internet • Begin to learn about digital footprints • Be aware of the need to be kind when using technology • Beginning to understand the importance of being a responsible digital citizen • Beginning to understand the importance of balance between online and offline experiences.	
Skills: (What the children are learning to do)	• Listening • Problem solving • Ask questions • Explaining • Predicting • Following instructions • Giving instructions	• Inputting commands • Using a keyboard • Taking a photograph • Using Mark-up • Interacting with different digital games/devices • Tinkering • Debugging

<table>
<tr><td></td><td>• Perseverance</td><td>• Collaboration</td></tr>
<tr><td>IMPLEMENTATION</td><td colspan="2">Computing is valued and promoted through direct teaching and purposeful learning opportunities across all planned themes throughout the year.

We use planned themes and unplanned moments that present themselves to encourage children to solve problems, predict, give and follow instructions as well as talk about and interact with different technologies.

We provide children with opportunities to play, explore and investigate electronic robots such as Beebots and Indie. They can program and re-program these devices to control them.

We also provide children with opportunities to use iPad: taking photos, playing games, using art packages etc. These experiences allow children to learn the basic technological skills to produce finished outcomes.

Through continuous provision, children have the opportunity to present logical reasoning skills; anticipating problems and explaining their thoughts. They are also encouraged to work out what is important when solving problems and disregarding what is unimportant. Through many activities, children compare and spot similarities and differences and understand sequencing.</td></tr>
<tr><td>Key Vocabulary</td><td colspan="2">direction, control, instructions, steps, robot, microphone, keyboard, keys, letter, number, camera, photo, mark-up, video, film, record, iPad, app, control, safety, online, password</td></tr>
<tr><td rowspan="2">EYFS Topics/themes:</td><td>Pre-School</td><td>Reception</td></tr>
<tr><td>Ourselves
Celebrations
Happily Ever After
People Who Help Us
Holidays
Plants and Animals
Seasons</td><td>Marvellous Me
Let’s Celebrate
It’s a Wonderful World
Once Upon a Time
All Creatures Great and Small
Holidays
Commotion in the Ocean</td></tr>
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IMPACT	**By the end of Foundation Stage children will be able to:** • Take a clear photo of a given subject and edit it • Take a video and review it • Dictate short, clear sentences into a digital device • Paint in a paint app • Have an awareness of the different technologies in and out of school • Have an awareness of the cause and effect of technology • Have an awareness of the digital storage of information (photography, digital writing, research information) • Have an awareness of input and output devices • Use technology to express themselves creatively and constructively • Follow simple oral algorithms • Spot patterns • Sequence familiar tasks • Control a robot • Know who to speak to in order to keep safe when using the internet. • Identify rules that help keep us safe and healthy in and beyond the home when using technology • Identify some simple examples of personal information (name, address, birthday, age etc) • Explain who I can trust with personal information and why I can trust them. • Know that work I create belongs to me
Early Learning Goals	**ELG: Personal, Social and Emotional Development** Managing self • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly. **Building relationships** • Work and play cooperatively and take turns with others. **ELG: Physical Development** Find motor skills • Begin to show accuracy when drawing

	ELG: Expressive Arts and Design Creating with materials • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture , form and function. • Share their creations, explaining the process they have used.

Find further information on how Computing is taught at Fulfen Primary School on this page: Computing