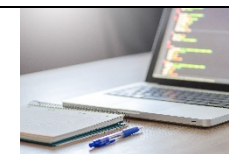


Computing (Understanding of the world)



Intent

Children are provided with opportunities across all seven areas of the EYFS curriculum to be active, playful, explorative, critical and creative when using technology. children will create with photographs, digital images, sound recordings and control devices. They will also learn the social skills and rules when using devices and the internet.

<p>Aspiration</p> <p>Invite a programmer from local college to demonstrate coding</p>	<p>Partnership with parents</p> <p>They are encouraged to support their children at home with helping their child become more aware of online safety.</p>	<p>Inspiration / cultural enrichment</p> <p>Share with children different robots that have been programmed-</p> <p>Look at different platforms children are use to eg roblox,</p>
<p>The big picture</p> <p>In the early years children develop a greater understanding of the world by recognising a range of technology that is used in their homes and school. Through experimenting with a range of different equipment such as iPads, Pcs, Cameras and mechanical toys the children will begin to speculate on why things happen and how things work and interact with age-appropriate computer software.</p>	<p>Development Matters Links 3-4 Explore how things work Remember rules without needing an adult to remind them</p> <p>Rec. Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'. Explain the reasons for rules, know right from wrong and try to behave accordingly. Safely use and explore a variety of materials, tools and techniques,</p>	<p>N C Links</p> <ul style="list-style-type: none"> • that programs follow precise and unambiguous instructions create and debug 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 respectfully, 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 technologies.
<p>Topic Specific Vocabulary</p> <p>Computer Technology Keyboard Camera Toy Recording Mouse Program Hardware Coding</p>	<p>Knowledge / skills</p> <p>Children develop a knowledge of where technology is used and how it helps us. They learn to problem solve and find solutions to an open-ended task. Children develop skills of trail and error They learn how to explore and talk about how things work.</p>	<p>Endpoints</p> <p>Develop listening skills, problem- solving abilities and thoughtful questioning Improve subject skills and enter year 1 with a strong foundation knowledge Take photographs with a camera or tablet Use technologies such as tablets, iPads, computers or interactive whiteboards to watch video clips, listen to music or play games Explore keyboards and mice Use a interactive resources</p>
<p>Indoor Environment / Continuous Provision</p> <p>Children will have access to role play areas which showcase technologies within the home, remote control toys and cause and effect toys. Use Children will have opportunities to use iPad and other recording devices. Pre coding games and activities used to form discussions on pattern.</p>		<p>Outdoor Environment / Continuous Provision</p> <p>remote control toys, talking clipboards, iPad and cameras.</p>