

Computing in EYFS

Pupils in the Foundation Stage are given a play-based experience of Computing. They are given the opportunity to explore the uses of different technology through role-play, such as phones and tills.

This is built upon in KS1 when pupils identify Information Technology that can be found within school, and beyond school. Having had a role-play experience of some of these technologies in EYFS, pupils will be building on existing knowledge.

In KS1, pupils also learn about the way that a till works, and discuss the benefits of using IT to perform its function.

Children in EYFS begin to develop their algorithmic thinking when following instructions (to bake bread or make pumpkin soup, for example). In KS1, we build on this, following instructions to build an item out of building blocks, then following an algorithm to paint a picture on PaintProjects. Pupils also write their own algorithm for others to follow on Paint Projects.

Pupils begin their understanding of sequencing in EYFS when they sequence events in stories that they have read and when sequencing specific tasks, such as planting a bean. They are regularly exposed to the idea of sequencing through the sequencing of daily routines and visual timetables and use time conjunctions to help with sequencing.

Early programming concepts are also developed in EYFS through the use of Beebots to explore how objects can be controlled through the use of directional arrows. These programming concepts are built upon in KS1 during the Maze Explorers unit of work, with pupils directing a screen sprite through a maze. Programming the sprite initially begins with using the four directional arrows as would have been used on the Beebots, and then moves on to having to program both direction and number of steps, before diagonal directions are also included as options.

Pupils are given the opportunity to take photos of their work (such as when using various materials to create art work. They place their name card by it and take a picture using an iPad). They begin to understand the idea that these photos belong to them as they took them.

Through the use of the Interactive Whiteboard, pupils experience using technology to support learning in other areas of the curriculum.

Through the Project Evolve Scheme of work and participation of events such as Anti-Bullying Week and Internet Safety Day, pupils in the foundation stage begin to understand how to keep themselves safe online.