moving forward together

Computing (Kapow) – Personal, Social and Emotional Development, Expressive Art and Design

Managing self ELG
- Be confident to try new activities and show independence, resilience and perseverance in the face of challenges.
- Explain the reasons for rules, know right from wrong and try to behave accordingly

Creating with Materials ELG
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Pre-Reception	Reception Content	EYFS Vocabulary	EYFS End Points- to access Year 1 Curriculum	Year 1 Curriculum
- Know that a device can be turned on and off - know how to hold a device safely when taking a picture	Chicken Clicking: - Children will know that the internet can be used to purchase things and also to communicate with other people. - children will know that what Chick did was not right and was not safe. - children will know that people can easily pretend to be someone else online. - children will know how to use the internet to find and retrieve information with adult supervision Other: - children will know how to retrieve information from past events that interest them (pictures/videos shared by teachers/parents/carers on ClassDojo) - children can sort and characterise objects	- Browse - Online - Safe - Pretend - E-Safety	Chicken Clicking: - know that we need to be safe online - know that we should not buy things online before checking with a trusted adult - know why we need to be open and honest with trusted adults - know that we should never arrange to meet someone we have met online. - know how to log onto computers/iPads - know how to take a picture on the iPad - know that they move the mouse in the direction they want to go.	**Autumn:** - Bee-bots - Digital Imagery **Spring:** - Introduction to data - Scratch Jr **Summer:** - Stop Motion - International Space Station

EYFS to Year 1 transition:
Even though there is no specific 'Technology' or 'Computing' Early Learning Goal within the Early Years Framework, learning through stories based on computing gives children foundational knowledge of computers and technology. Through various activities based on the structured story 'Chicken Clicking' where children will learn the importance of e-safety and activities that link to data, children will develop essential skills such as listening, problem-solving, and thoughtful questioning, while also enhancing their abilities across all seven areas of learning. In today's technology-driven world, it's undeniable that technology plays a significant role in young children's lives.