Computing in Early Years

The early learning goals that previously linked to computing (EYFS technology) have been removed from the Early Years Foundation Stage Framework. There is no mention of the teaching of technology in the education programmes or development matters document either. We understand how important it is that children develop their technology skills and will continue to use a range of technology to support and enhance learning in other areas of the curriculum. We also recognise the rapidly changing world of computing and the role technology plays in our media rich environment.

We want to enable both EYFS staff and children to use computing confidently to support teaching and learning using appropriate tools and software. All children have equal access to computing in order to develop their personal computing capability and understanding. By carefully planning our environment to reflect the world in which we live, children will, through play, gain experience and an understanding of computing.

Technology in the Early Years can mean:

- Taking a photograph with a tablet
- Playing games on the interactive whiteboard (eg. top marks games)
- Using a Beebot
- Watching video clips
- Listening to music
- Begin to understand online safety
- Playing on a touch screen game and use computers/keyboards/mouse-preloaded games (eg. Peter rabbit, Number blocks and Paint)
- Exploring Google maps
- Understand how technology is used in our environment. Technology used within the role play: phones, tills, laptops, televisions, cameras
- Share learning online (through tapestry) from between school and home.
- Have daily access to a range of technology resources such as torches with switches, remote controlled cars, beebots, talking tins, voice-recording toys, as well as class ipads and interactive whiteboards.
- Use a range of technology resources to support learning in other areas of the curriculum.
- Are taught how to use the resources for different purposes eg ipads to watch videos, play games, take photographs and listen to stories.