

How does the EYFS framework fit into the threshold concepts?

Within the revised EYFS curriculum, the ‘Technology’ strand has been removed from the ‘Understanding the World’ Early Learning Goal and has not been replaced with any updated guidance. However, we recognise that computing and technology are still vitally important subjects to teach to our youngest children.

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Computer Science	Digital Literacy	Information Technology
<p>Anticipates repeated sounds, sights and actions.</p> <p>Plays with a range of materials to learn cause and effect.</p> <p>Operates mechanical toys.</p> <p>Uses pipes, funnels and other tools to carry out/ transport water from one place to another.</p> <p>Give commands/instructions.</p> <p>Completes a simple program on electronic devices.</p> <p>Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</p> <p>Knows that information can be retrieved from digital devices and the internet.</p> <p>Shows an interest in technological toys with knobs, pulleys and real objects.</p> <p>Make choices about the buttons/icons to press, touch or click on when using simple software/hardware.</p>	<p>Recognise technology that is used at home and in school.</p> <p>Understand what a computer is and the different uses of computers.</p> <p>Identify some simple examples of my personal information.</p> <p>Identify people I trust in the network around me.</p> <p>Develops digital literacy skills by being able to access, understand and interact with a range of technologies.</p> <p>Give simple examples of rules when staying safe online.</p> <p>Give examples of devices in my home that might be connected to the internet.</p> <p>Give examples of when I should ask permission to do something online and explain why this is important.</p> <p>Recognise some ways in which technology might be used to communicate with people I know.</p>	<p>Shows interest in toys with buttons, flaps and simple mechanisms and begins to learn to operate them.</p> <p>Seeks to acquire basic skills in turning on and operating some digital equipment.</p> <p>Can investigate touch capable technology.</p> <p>Experience simple apps and software and use these to present ideas.</p> <p>Can create content such as video recording, stories and drawing pictures on a screen.</p> <p>Uses IT hardware to interact with age-appropriate apps.</p> <p>Can use the internet with adult supervision to find and retrieve information of interest to them.</p> <p>Input commands using a mouse to control a cursor and use the left click to select options OR use finger control to interact with a tablet.</p> <p>Input commands using the space bar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet).</p> <p>Manage a device by correctly closing websites or apps and safely turning on and off.</p> <p>Knows how to operate simple equipment.</p>