Hamworthy Primary Schools – EYFS Computing Links

Rationale:

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to help subject leaders to understand how the skills taught across EYFS feed into national curriculum subjects.

This document demonstrates which statements from Development Matters are prerequisite skills for computing within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for computing.

The most relevant statements for computing are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

Nursery (3 and 4 Year Olds)

Area of the curriculum:	Development matters point:
Personal, Social and Emotional Development	• Remember rules without needing an adult to remind them.
Physical Development	• Match their developing physical skills to tasks and activities in the setting.

Understanding the World	• Explore how things work.

Reception	
Area of the curriculum:	**Development matters point:**
Personal, Social and Emotional Development	• 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'.
Physical Development	• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
Expressive Arts and Design	• Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Early Learning Goal	
Area of the curriculum:	**Development matters point:**
Personal, Social and Emotional Development	Managing Self • Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly.
Expressive Arts and Design	Creating with Materials • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.