Computing Curriculum Overview EYFS

CLAYGATE PRIMARY SCHOOL

Pupils should be taught:

➢ Understand and follow basic instructions
➢ Explore and tinker with different hardware
➢ Begin to use reasoning to solve problems
➢ Use technology safely and respectfully, where they can seek help and support

EYFS	
Computing Systems and Networks	- Pupils explore and tinker with different hardware in tinker trays, and are introduced to the relevant vocabulary. - Pupils begin to identify where technology is used in places that they are familiar with, such as homes and school. - Pupils learning how to use the interactive whiteboard and how to locate relevant software and programs.
Programming	- Pupils learn to give and follow simple instructions as part of practical activities and games. - Pupils explore Bee-Bots and Cubetto hardware and experiment to give basic commands, tinker and debug.
Data Handling	- Pupils sort and categorise objects. - Pupils sort themselves into groups based upon given categories and then independently. - Collecting data from teacher led surveys.
Online Safety	Learning how to stay safe online and how to manage feelings and emotions when someone or something has upset us. This can be through adult led conversations or via story telling.