

**Computing (EYFS UW - Technology from Birth to 5 - no ELG in Technology from Sept 2021)**

	<b>Learning experiences - implementation</b>	<b>Key vocabulary</b>	<b>EYFS taken from Birth to 5</b>	<b>Year 1 Milestones</b>
<b>Sunbeams (Nursery 2 year old Provision) 2 to 3 year olds</b>	<p>To use push along toys, cameras and different technology.</p> <p>To explore toys with buttons or knobs</p> <p>Looking at lift the flap books and toys that make sounds.</p> <p>Using torches in the dark tent.</p>	<p>ipad, on, off, up, down, wind, turn, press, camera, photo</p>	<ul style="list-style-type: none"> <li>• Seeks to acquire basic skills in turning on and operating some digital equipment</li> <li>• Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car</li> <li>• Plays with water to investigate "low technology" such as washing and cleaning</li> <li>• Uses pipes, funnels and other tools to carry/transport water from one place to another</li> </ul>	<p><b>To Code</b></p> <ul style="list-style-type: none"> <li>• Motion – Control motion by specifying the number of steps to travel, direction and turn.</li> <li>• Looks – Add text strings, show and hide objects, and change the features of an object.</li> <li>• Sound – Select sounds and control when they are heard, their duration and volume.</li> </ul>
<b>Sun (Preschool) 3 to 5 year olds</b>	<p>To explore toys with buttons or knobs</p> <p>Looking at lift the flap books and toys that make sounds.</p> <p>To use a range of technology such as the interactive whiteboard, ipad and computer to complete age appropriate software.</p> <p>Using Kiddie search know we can find out information from the internet.</p>	<p>ipad, on, off, up, down, wind, turn, press, camera, photo, interactive whiteboard, computer, internet</p>	<p>Understanding the world: Technology A Unique Child: what a child might be doing Positive Relationships: what adults might do Enabling Environments: what adults might provide RANGE 5</p> <ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can</li> </ul>	<ul style="list-style-type: none"> <li>• Draw – Control when drawings appear and set the pen colour, size and shape.</li> <li>• Events – Specify use inputs (such as clicks) to control events.</li> <li>• Control – Specify the nature of events (such as a single event or a loop).</li> </ul>

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			<p>navigate touch-capable technology with support</p> <ul style="list-style-type: none"> <li>• Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images</li> <li>• Knows that information can be retrieved from digital devices and the internet</li> <li>• Plays with a range of materials to learn cause and effect, for example, makes a string puppet using dowels and string to suspend the puppet</li> </ul>	<ul style="list-style-type: none"> <li>• Sensing– Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?)</li> </ul> <p><b>To Communicate</b></p> <ul style="list-style-type: none"> <li>• Understand online risks and the age rules for sites.</li> <li>• Use a range of applications and devices in order to communicate ideas, work and messages.</li> </ul> <p><b>To Collect</b></p> <ul style="list-style-type: none"> <li>• Use simple databases to record information in areas across the curriculum.</li> </ul> <p><b>To Connect</b></p>
<p><b>Reception</b> <b>4 to 6 year olds</b> <b>ELG</b></p>	<p>Use the interactive whiteboard to complete simple learning games, activities and research. Programming Beebots or programmable toy to follow simple instructions. Use the Purple Mash Computing scheme for Reception</p>	<p>Electricity, button, press, mouse, internet, click, search, forwards, backwards, left, right, turn, number names</p>	<ul style="list-style-type: none"> <li>• Completes a simple program on electronic devices</li> <li>• Uses ICT hardware to interact with age-appropriate computer software</li> </ul>	<ul style="list-style-type: none"> <li>• Understand online risks and the age rules for sites.</li> </ul>

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			<ul style="list-style-type: none"><li>• Can create content such as a video recording, stories, and/or draw a picture on screen</li><li>• Develops digital literacy skills by being able to access, understand and interact with a range of technologies.</li><li>• Can use the internet with adult supervision to find and retrieve information of interest to them</li></ul>	
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