

Early Years Progression

for Computing Skills



Whilst computing is not a specific area of EYFS or an Early Learning Goal, we recognise that technology is integral to children's life and learning. At Longhoughton CE Primary School, our Early Years provision lays the foundations for computing within KS1 and beyond and is taught as part of the Understanding The World, Communication and Language and Personal Social and Emotional Development curriculums.

Nursery	Reception
Understanding Technology	
Select, use and talk about a range of technology in playful situations for a particular purpose. For example; "we need to speak to the doctor, let's pretend this is our mobile phone"	Know that information, pictures, videos and music can be stored and found using computers. For example, taking a picture while out on a walk will be useful back in the classroom, finding things out with an adult on the internet
Using Technology	
Explore how different devices/apps can be controlled and talk about what they think has happened or will	Talk about, explore and complete simple programs or apps. For example, give directions to solve problems with the BeeBots
Safety with Technology	
Begin to know that too much screen time is not healthy	Know that a sensible amount of screen time plays a part in keeping healthy
Begin to know that it is important to check with a grown up before using devices with a screen	Follow the school rules for keeping safe online; <ul style="list-style-type: none"> - Ask an adult before I use a device with a screen - Think before I click - If I am not sure I will ask an adult