**EYFS and Computing at Hayward’s Primary School**

The EYFS Framework is structured differently to the National Curriculum. It is organised across seven areas of learning rather than subject areas, which all interlink. This document shows how the skills taught across the EYFS feed into National Curriculum subject of Computing and lend themselves to be the pre-requisite skills children need in this subject. The table below outlines the most relevant EYFS outcomes from 30-50 months, 40-60 months and the Early Learning Goals (ELGs), brought together from the EYFS Framework. It is also important to remember that underpinning the EYFS Framework are the Characteristics of Effective Learning (CoEL) which detail the ways in which children should be learning from their environment, experiences and activities. These also need to be considered when thinking about how the EYFS Framework links to a certain National Curriculum subject.

**The most relevant EYFS outcomes for Computing are taken from the following areas of learning:**

* **Understanding the World**

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| **Age Band/ELG** | **Area of learning** | **Aspect of learning** | **Outcomes/Skills/Learning** |
| 30-50 Months | Understanding the World | Technology | * To know how to operate simple equipment. * To show an interest in technological toys with knobs or pulleys, or real objects. * To show skill in making toys work by pressing parts or lifting   flaps to achieve effects such as sound, movements or  new images.   * To know that information can be retrieved from computers. |
| 40-60 Months | Understanding the World | Technology | * To complete a simple program on a computer. * To interact with age-appropriate computer software. |
| ELG | Understanding the World | Technology | * To recognise that a range of technology is used in places such as homes and schools. To select and use technology for particular purposes. |

* As well as the above, consider the age band development sheets (30-50 months and 40-60 months) and familiarise yourself with all areas of the EYFS framework as other areas of learning will also feed into Computing, for example, the area of Physical Development links to a child’s fine motor skills and the control they have over these and therefore the control they may have using a keyboard or mouse etc.
* Look also at the Characteristics of Effective Learning (CoEL) and see how these might link to Computing.