



# Summerville Primary School

## EYFS Computing Curriculum

Unlike other year groups, who follow the National Curriculum, children in Early Years settings follow the Early Years framework. At Summerville we also follow the EYFS Development Matters document, which although is non-statutory, provides excellent guidance on designing and delivering an effective early years' curriculum.

**The EYFS Development Matters objectives which have direct links to the KS1/KS2 National Curriculum for Computing are:**

### **Personal, Social & Emotional Development**

- Remember rules without needing an adult to remind them.
- 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.
- Be confident to try new activities and show independence, resilience and perseverance in the face of a challenge.
- Explain the reasons for rules, know right from wrong and try to behave accordingly.

### **Physical Development**

- Match their developing physical skills to tasks and activities in the setting.
- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of screen time.

### **Understanding the World**

- Explore how things work.

### **Expressive Arts and Design**

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

In order to create a smooth transition between our Early Years and Key Stage 1, we have linked the Framework and National Curriculum subjects so that it is clear to see how we build upon the firm foundations built in our EYFS unit. In the table below, examples are given of EYFS activities under the Development Matters objectives and how they link to the KS1/KS2 National Curriculum Science objectives.

	Across the academic year	Autumn Term	Spring Term	Summer Term
<b>Computing</b> <small>UNDERSTANDING THE WORLD</small>	<p><b><u>Personal, Social &amp; Emotional Development</u></b></p> <ul style="list-style-type: none"> <li>Following class rules and reminding the C of the rules. (NC Computing – algorithms)</li> <li>Following instructions. (NC Computing – algorithms)</li> <li>Opportunities to show resilience and perseverance in the face of challenge when adapting and improving things they have made. (NC – creating and debugging)</li> </ul> <p><b><u>Physical Development</u></b></p> <ul style="list-style-type: none"> <li>Weekly challenges – developing fine motor skills. (NC Computing – using technology purposefully)</li> </ul> <p><b><u>Expressive Arts and Design</u></b></p> <ul style="list-style-type: none"> <li>Art and Creative areas – experimenting with colours, designs, different tools and techniques to create a variety of artistic effects. (NC Computing – using technology purposefully to create digital content)</li> </ul>	<p>Marvellous Me</p> <ul style="list-style-type: none"> <li>Being safe, safe relationships. (NC Computing – E4ACW)</li> </ul> <p>Light and Dark</p> <ul style="list-style-type: none"> <li>Bonfire pictures, poppies, snowy scenes with trees. (NC Computing – using technology purposefully to create digital content)</li> <li>Toys – discussing old and new toys and how they are used (NC Computing -common uses of technology beyond school).</li> </ul>	<p>Brr...It's cold!</p> <ul style="list-style-type: none"> <li>Art (NC Computing – using technology purposefully to create digital content)</li> <li>Instructions – how to look after a whale. (NC Computing – algorithms)</li> <li>Building igloos – predictions, adapt and improve them. (NC – creating and debugging)</li> </ul> <p>I need a Hero</p> <ul style="list-style-type: none"> <li>People who help us - identify where to go for help and support when they have concerns (NC Computing – E4ACW)</li> <li>Art (NC Computing – using technology purposefully to create digital content)</li> </ul>	<p>Pirates, Mermaids and Under the Sea</p> <ul style="list-style-type: none"> <li>Treasure maps – following maps (NC Computing – algorithms)</li> <li>Beebots – map work, predictions. (NC Computing – algorithms, creating and debugging)</li> <li>Art (NC Computing – using technology purposefully to create digital content)</li> </ul> <p>Living things</p> <ul style="list-style-type: none"> <li>Instructions – butterflies. (NC Computing – algorithms)</li> <li>Art (NC Computing – using technology purposefully to create digital content)</li> </ul>

**Understanding the World**

- Making predictions – in stories, construction, how things will work. (NC Computing – using logical reasoning to make predictions)
- Constructing different vehicles, testing and adapting them to improve them. (NC Computing – using logical reasoning to make predictions)