

'Computing education is important for pupils to make sense of and to contribute positively to our technologically diverse world.' - OFSTED, May 2022

At Birchington, we believe that our EYFS sets the foundations for our pupil's computing future. Through opportunities to experience, explore and learn from different technologies, and providing times to develop key skills such as listening and problem solving, we at Birchington believe we are preparing our children for the Teach Computing scheme of work and their ever-changing technological future.

To help children master the basic skills when using a computer, we use Tizzy's Busy Week. They have the opportunity to explore seven simple, interactive games that help to develop fine motor skills through use of the computer mouse.



Once our children have mastered the basic skills of using a computer, we begin to challenge our children in using 'Busy Things'. This programme has a comprehensive collection of games and activities that include a range of topics that cover the National Curriculum in a fun and engaging way.

By the end of the year, some children often show that they are ready to be challenged with basic skills on a word document!

# Computing in the EYFS

at

Birchington Church of England  
Primary School



In our Reception classes, we use Tapestry to communicate with our children's families at home. We are able to share photos and information about what the children have been up to. This is a great way to extend the use of technology in to the home, showing how we can communicate in this way!

Here at Birchington, we have a set of Bee Bots that are available for the Reception staff to plan into activities. These provide early coding, programming and directional language learning.



## Internet Safety

We here at Birchington, take internet safety very seriously. From the very beginning of our pupil's journey with technology in the EYFS, our pupils not only get involved with our participation in the nation's Safer Internet Day, they are constantly reminded of key safety points when required. These are communicated in an age appropriate way.

We have a range of technology available to the children - They experience desktop computers, laptops, cameras, tablets, Bee Bots, and the use of the interactive whiteboard, to name a few!

## EARLY LEARNING GOALS

These are a selection of ELGs that are being met through the use of technology in the classroom and through specific computing times.

Communication and Language	Listen attentively and respond to what they hear Make comments about what they have heard and ask questions to clarify their understanding.
Personal, Social and Emotional Development	Set and work towards simple goals, being able to wait for what they want and control their immediate impulses when appropriate  Give focused attention to what the teacher says, responding appropriately even when engaged in activity, and show an ability to follow instructions involving several ideas or actions
Understanding the World	Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.  Knowing the role of technology in the world.
Expressive Arts and Design	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.  Sing a range of well-known nursery rhymes and songs
Mathematics	Through the use of technology in the classroom and activities provided to promote categorising and problem-solving needed for computing.
Literacy	Through the use of technology in the classroom – sharing stories, allowing the children to visualise vocabulary and link with images.
Physical Development	Fine-motor development and hand-eye coordination are encouraged through the use of the mouse, keyboard, buttons and screens,