



# Computing in EYFS



Computing is taught in the Early Years Foundation Stage through the areas of learning 'Personal, social and emotional development', 'Physical development' and 'Expressive arts and design'. Children learn through a combination of child initiated and adult directed activities that not only teach specific skills but also enable revision of key learning in other areas of learning, for example word reading.

Children have regular access to iPad and beebots. They also use old technological resources such as mobile phones and keyboards in role play.

Children use the app 'Mini mash' to learn and revise skills and knowledge. They are taught to use a number of programs including a painting program and '2 Create a story', which enables children to make their own stories or fact files. Children also play games on the interactive whiteboard to revise, revisit or embed key learning.

Children learn how to use a beebot, learning language of direction and position and this can then be accessed in child initiated learning.

Children are also taught to give precise instructions verbally, be this through instructions on how to mix colours or how to play a game.