

# 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 Swansfield Park 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.



Optimum Learning Point	Becoming a computing literate learner
Pre-school	Explore a range of technology within playful situations in the home corner and beyond. For example: mobile phone, washing machine, cooker, keyboard
Pre-school	Engage with a range of simple cause and effect software and devices, recognising that these effects are a result of their actions. For example, when I press the blue button on an app, I will always hear the same sound.
Nursery	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.”
Nursery	Explore how different devices/apps can be controlled and talk about what they think has happened or will happen.
Nursery	Begin to know that too much screen time is not healthy
Nursery	Begin to know that it’s important to check with a grown up before using devices with a screen
Reception	Know that information, pictures, videos and music can be stored and found using computers. For example, taking a picture while out on a walk that will be useful back in the classroom, finding things out with an adult on the internet.
Reception	Talk about, explore and complete simple programs or apps. For example, give directions to solve problems within Beep Beep

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<b>Reception</b>	Know that a sensible amount of screen time plays a part in keeping healthy
<b>Reception</b>	Follow the school rules for keeping safe online: Ask an adult before I use a device with a screen Think before I click If I'm not sure, ask an adult