

# Computing Curriculum Overview

# EYFS

## Statutory Framework for the Early Years Foundation Stage

*In planning and guiding what children learn, practitioners must reflect on the different rates at which children are developing and adjust their practice appropriately. Three characteristics of effective teaching and learning are:*

- **playing and exploring** - children investigate and experience things, and 'have a go'
- **active learning** - children concentrate and keep on trying if they encounter difficulties, and enjoy achievements
- **creating and thinking critically** - children have and develop their own ideas, make links between ideas, and develop strategies for doing things

| Year Group | Autumn   | Spring  | Summer   |
|------------|--|---|--|
| R          | <p><b>What makes me special?</b><br/> <b>What happens when I fall asleep?</b><br/>                     Logging on, changing Avatar<br/>                     Bluebots</p> | <p><b>What do we know about winter?</b><br/> <b>How does your garden grow?</b><br/>                     Using Chromebooks/Busy Things<br/>                     Thinkuknow stories</p> | <p><b>Where does our food come from?</b><br/> <b>What lives under the sea?</b><br/>                     J2 software<br/>                     Barefoot activities</p> |

## Vocabulary

### Computing systems and networks

Screen (monitor), touchscreen, keyboard, keys, buttons, mouse (track pad on chromebooks), camera, wires, plug. Technology, tablet, (Alexa e.g. included in examples of technology at home)

### Data Handling

Pictures, videos, text and sound

### Multimedia

**(software)** games, apps, email, internet, google (search engine)

### Programming

BeeBot, buttons  
 follow instructions/steps, move, map  
 Positional language: forward, left, right, back, turn, stop, go.

### Online safety

Kind, choices, Internet, website, safe/unsafe, who to tell, username, password