



# Computing in the Early Years at St.Peter's



The EYFS framework is organised differently to the National Curriculum that is used for children in Year 1 to Year 6: it is organised across seven areas of learning rather than subject areas

The table below identifies the statements taken from the 2020 Development Matters which are prerequisite skills for Computing within the National Curriculum.

The most relevant statements for Computing are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design

Children have the opportunity to develop early skills in Computing as part of the daily continuous provision and focussed sessions at St.Peter's.

<b>Three and Four-Year-Olds</b>	<b>Personal, Social and Emotional Development</b>		<ul style="list-style-type: none"> <li>• Remember rules without needing an adult to remind them.</li> </ul>
	<b>Physical Development</b>		<ul style="list-style-type: none"> <li>• Match their developing physical skills to tasks and activities in the setting.</li> </ul>
	<b>Understanding the World</b>		<ul style="list-style-type: none"> <li>• Explore how things work.</li> </ul>
<b>Reception</b>	<b>Personal, Social and Emotional Development</b>		<ul style="list-style-type: none"> <li>• Show resilience and perseverance in the face of a challenge.</li> <li>• Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.</li> </ul>
	<b>Physical Development</b>		<ul style="list-style-type: none"> <li>• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> </ul>
	<b>Expressive Arts and Design</b>		<ul style="list-style-type: none"> <li>• Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> </ul>
<b>ELG</b>	<b>Personal, Social and Emotional Development</b>	<b>Managing Self</b>	<ul style="list-style-type: none"> <li>• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.</li> <li>• Explain the reasons for rules, know right from wrong and try to behave accordingly.</li> </ul>
	<b>Expressive Arts and Design</b>	<b>Creating with Materials</b>	<ul style="list-style-type: none"> <li>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> </ul>