EYFS Curriculum and Computing

The tables below outline the skills within the EYFS (Early Years Foundation Stage) curriculum that link to Computing within the National Curriculum.

The statements for EYFS, are taken from statutory Early Learning Goals (ELG) and the non-statutory Development Matters.

The Early Learning Goals are an important way of assessing and tracking children's progress at the end of EYFS. These goals are what the child is expected to reach by the end of their Reception year, before moving on to Key Stage 1.

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

1. Personal, Social and Emotional Development
2. Physical Development
3. Understanding the World
4. Expressive Arts and Design

Early Learning Goals

Personal, Social and Emotional Development	
Managing self	• Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. • Explain the reasons for rules, know right from wrong and try to behave accordingly.
Expressive Arts and Design	
Creating with materials	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Development Matters

Nursery	Personal, Social and Emotional Development	• Increasingly follow rules, understanding why they are important.
	Physical Development	• Match their developing physical skills to tasks and activities in the setting.
	Understanding the World	• Explore how things work.
Reception	Personal, Social and Emotional Development	• Show resilience and perseverance in the face of a challenge.
	Physical Development	• Develop their small motor skills so that they can use a range of tools competently, safely and confidently. • Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.
	Expressive Arts and Design	• Explore, use and refine a variety of artistic effects to express their ideas and feelings.