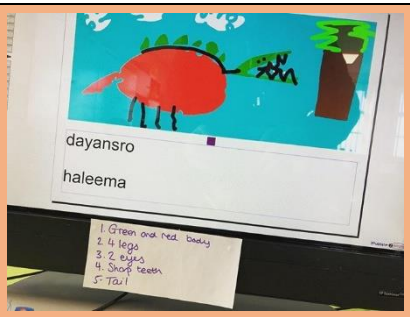
Early Years Foundation Stage Computing Guidance

Computing Focus	Early Learning Goals	Aim	Lesson Ideas
Computer Science: *Algorithms*	Communication and Language: Listening and attention Communication and Language: Understanding Literacy: Reading Maths: Shape, space and measure	To follow instructions	**Lesson idea:** Children to follow two or three simple instructions to create a monster. Could be completed on a computer, using paint software or https://www.j2e.com/jit5#paint  **Lesson idea:** As part of a PE lesson on movement, children could pretend to be robots following a sequence of instructions (forward, backwards, turn left/right, jump, squat). **Lesson idea:** iCompute Nursey rhyme lesson pdf *(progression into KS1)* Lesson in which pupils sequence pictures from famous nursery rhymes. **Lesson idea:** Begin to expose children to control toys, such as Beebots, in role play areas or free play. Could use control toys in conjunction with stories, (e.g. dress Bee-bot up as a character such as Incy Wincy Spider, and see how many moves it will take to move up the waterspout). Give simple instructions to a Bee-bot, (e.g. to travel to different numbers on a numberline). **Lesson idea:** Abstract application of coding through iPad apps:

Early Years Foundation Stage Computing Guidance

			Coding Safari: https://apps.apple.com/nz/app/hopster-coding-safari-for-kids/id1348232140 Code Karts: https://apps.apple.com/us/app/code-karts-pre-coding-logic/id1222704761 Box Island: https://apps.apple.com/al/app/box-island-award-winning-coding-adventure/id979579439
Information Technology: *Uses*	Understanding the World: Children recognise that a range of technology is used in places such as home and schools Communication and Language: Listening and Attention Communication and Language: Understanding Communication and Language: Speaking	To understand the different parts of a computer	**Lesson idea:** Have a variety of different types of computers and components and labels for each part, e.g. laptop, desktop, monitor, keyboard, mouse, mobile phone, tablet/iPad, calculator, digital camera, headphones. Ask children to label the different components and take the children about the different pieces of technology. **Lesson idea:** Use the 'Wheels on the bus Computer Song' *Sung to the tunes of 'The Wheels on the Bus', but words are replaced to learn different parts of computers* **Lesson idea:** BBC Bitesize online website and game. 'Scrapyard challenge' asks pupils to recognise if an item is a part of a computer or not. https://www.bbc.co.uk/bitesize/articles/zc4x6sg#zxfdwmn
Information Technology: *Uses*	Understanding the World: Technology Children recognise that a range of technology is used in places such as homes and schools	To be able to identify technology in the outside world	**Lesson idea:** Children could look at technology when on outside visits, e.g. ATM machines, credit card payment machines, weighing and measuring devices, bar codes etc. **Lesson idea:** Children could have discussions about electronic equipment in real-life situations, e.g. traffic lights, scanners, microwaves, cash tills, etc. and investigate how they work.

Early Years Foundation Stage Computing Guidance

	Understanding the World: Technology. They select and use technology for particular purposes		**Lesson idea:** Children could, with an adult, explore the school and environment, looking at technology with control switches, e.g. photocopier, alarms, washing machines, television sets.
Information Technology: *Software*	Understanding the World: Technology *Interact with age appropriate computer software (40-60+ months)*	To be able to control a computer mouse and touch	**Lesson idea:** Provide the children with mice in free play/role play areas **Lesson idea:** Mouse control activities (5 activities) http://primarygamesarena.com/Topics/Mouse-Control **Lesson idea:** Mouse control and coordination (6 activities) http://resources.hwb.wales.gov.uk/VTC/incy_wincy/eng/Introduction/default.htm **Lesson idea:** Interactive mouse games (variety of different games) https://www.themouseclub.co.uk/ **Lesson idea:** *Extension*- dot to dot activities for accuracy http://www.softschools.com/dot_to_dot/games/
Information Technology: *Software*	Understanding the World: Technology *Interact with age appropriate computer software (40-60+ months)*	To be able to use a keyboard to type	**Lesson idea:** Provide the children with keyboards in free play/role play areas **Lesson idea:** An introduction to the keyboard activity, in which a letter is highlighted, and the pupils are times to find it and type http://primarygamesarena.com/Play/Keyboard-2030

Early Years Foundation Stage Computing Guidance

			Lesson idea: BBC Dancemat website for more able or leading into KS1 classroom. 12 stages over 4 levels. https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr
Information Technology: *Software*	Understanding the World: Technology *Interact with age appropriate computer software (40-60+ months)*	To record sounds and speech using a microphone and computer or device	**Lesson idea:** Provide the children with recording devices in free play/role play areas **Lesson ideas:** Children could use the iPad app Chatterpix to record themselves adding speech to characters, pictures or objects
Information Technology: *Software*	Understanding the World: Technology *Knows how to operate simple equipment (30-50 months)* Understanding the World: Technology Children recognise that a range of technology is used in places such as homes and schools Understanding the World: Technology. They select and use technology for particular purposes	To select and use technology for a particular purpose	**Lesson ideas:** Discuss the difference between a photo and video and talk about the different devices that both a photo and video can be taken on. Children can use the different technology to take photos and videos of different objects or activities for their work. Try and let the children choose which device to use and explain why they chose it, e.g. digital camera, tablet, laptop, camcorder, mobile phone, etc.