

# SABDEN PRIMARY SCHOOL



## Computing in EYFS

The most relevant early years outcomes for computing are taken from the following areas of learning:

- Understanding the World

Computing			
30-50 Months	Understanding the World	Technology	<ul style="list-style-type: none"><li>• To know how to operate simple equipment.</li><li>• To show an interest in technological toys with knobs or pulleys, or real objects.</li><li>• To show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li><li>• To know that information can be retrieved from computers.</li></ul>
40-60 Months	Understanding the World	Technology	<ul style="list-style-type: none"><li>• To complete a simple program on a computer.</li><li>• To interact with age-appropriate computer software.</li></ul>
ELG	Understanding the World	Technology	<ul style="list-style-type: none"><li>• To recognise that a range of technology is used in places such as homes and schools. To select and use technology for particular purposes.</li></ul>