

EYFS

Computing and technology are important subjects to deliver to EYFS children. A well planned computing curriculum in the EYFS ensures that children enter Year 1 with a strong foundation of key skills and knowledge. Computing lessons in the EYFS also ensure that children develop coordination skills, listening skills, problem-solving abilities and questioning — as well as improving subject knowledge and skills across the seven areas of learning.

With the technology strand being removed from the EYFS curriculum, hi-impact have developed a set of skills and experience for EYFS to use which will prepare the children for Computing in KS1. This can be used informally or formally.

We also place the activities across the rest of the EYFS curriculum. Taking photographs of everyday objects linked to science, reading digital books and using the navigation buttons to move forwards and backwards. Using paint and drawing programs to develop mark making and fine motor skills. Using Robots to develop directional language, recognise common symbols etc.

Using the hi-impact planning Monks Copenhall Teachers will be able to gather evidence towards the relevant Early Learning Goals (ELGs) for each area of learning.

There are five units to use across the whole year which include:

F2 Celebrations	F2 Computer Science	F2 Digital Literacy	F2 Maths	F2 Phonics
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Computing enhancements, which can be used at any point throughout the year, also further develop children's computing ability and knowledge.

F2 All about Me / ourselves	F2 Under the sea / pirates	F2 Growing / Plants / Food	F2 Superheroes / People who help us	F2 Seasons / Weather
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