

Computing in EYFS

Computing At School Conference
Saturday 13th July 2024



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🎯 Today we will explore...

- Why teach computing in EYFS?
- Online Safety resources
- Digital Creativity enrichment
- Foundations of Programming
- Implementing Core Skills
- Assessing learning in EYFS
- Useful links



Why teach computing in EYFS?



Statutory framework for the early years foundation stage

Setting the standards for learning,
development and care for children from
birth to five

Published: 12 July 2023

Effective: 4 September 2023

Understanding the World

Understanding the world involves guiding children to make sense of their physical world and their community. The frequency and range of children's personal experiences increases their knowledge and sense of the world around them – from visiting parks, libraries and museums to meeting important members of society such as police officers, nurses and firefighters. In addition, listening to a broad selection of stories, non-fiction, rhymes and poems will foster their understanding of our culturally, socially, technologically and ecologically diverse world. As well as building important knowledge, this extends their familiarity with words that support understanding across domains. Enriching and widening children's vocabulary will support later reading comprehension.

p.10

Within the new EYFS curriculum the 'Technology' strand has been removed from 'Understanding the World' and has not been replaced with any updated guidance.

However, computing and technology are still vitally important subjects to teach to children in EYFS.

https://assets.publishing.service.gov.uk/media/64afe61b8bc29f000d2cccc0/EYFS_framework_from_September_2023.pdf



Plant the seeds

Teaching computing within the curriculum ensures that children enter Year 1 with a strong foundation of knowledge.

Computing lessons in the EYFS also ensure that children develop listening skills, problem-solving abilities and thoughtful questioning.



Our World Today

We live in a technological world where technology is integrated into the lives of young children.

Just as we ensure the children in our care are ready for the adult world by teaching them maths and literacy, we should also make sure that they are fluent in computer literacy and know how to stay safe when they are online.

Explore Computing in EYFS through Four Computing Strands

A circular graphic composed of multiple overlapping, glowing red lines that create a sense of motion and depth. The center is dark, and the lines radiate outwards, giving it a 3D effect.

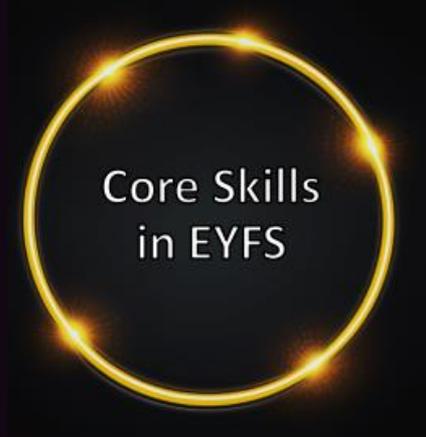
Online Safety
in EYFS

A circular graphic with a bright green glow. It features a central ring surrounded by a field of smaller, scattered green particles and light rays, creating a vibrant, energetic appearance.

Digital
Creativity
in EYFS

A circular graphic with a bright blue glow. It consists of several overlapping, glowing blue lines that form a ring, with small blue particles scattered around it.

Coding
in EYFS

A circular graphic with a bright yellow glow. It features a single, thick, glowing yellow ring that stands out against the dark background.

Core Skills
in EYFS



Online Safety
in EYFS

Self-
image &
Identity

Stranger
Danger

Reporting
problems

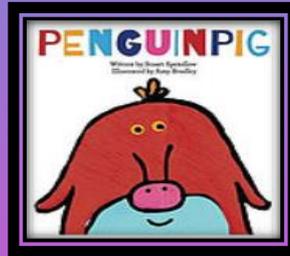
Online
Relationships

Online
Bullying

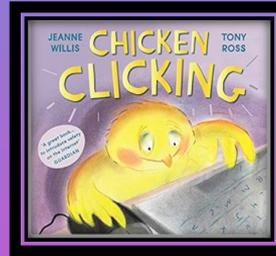
Engage through story books...



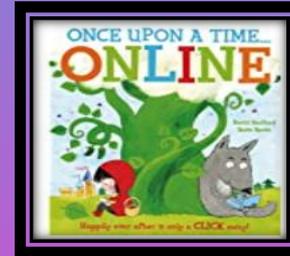
Smartie the Penguin



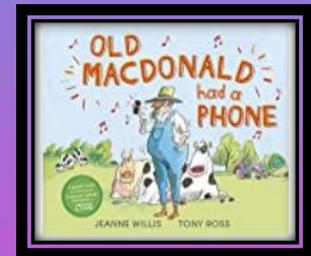
Penguin Pig



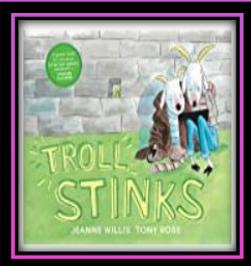
Chicken Clicking



Once Upon a Time Online



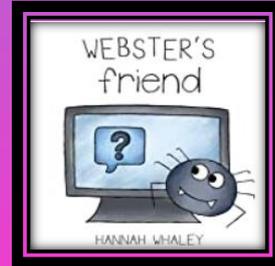
Old MacDonald Had a Phone



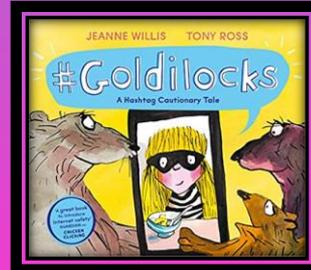
Troll Stinks



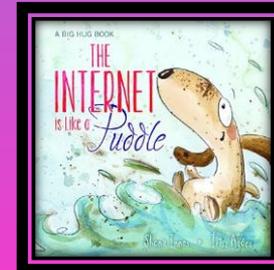
But It's Just a Game



Webster's Friend



#Goldilocks



The Internet is like
a Puddle

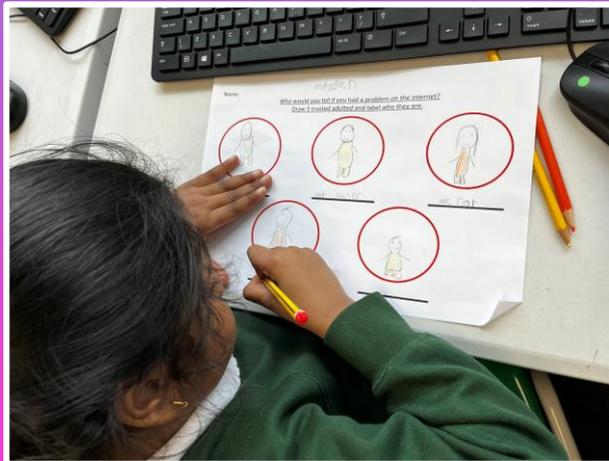


Hanni and the
Magic Window

Activity Ideas



- Chanting & Songs
- Role play
- Drawing characters
- Drawing and labelling
5 trusted adults
- Talking about what
they like to do online





Jessie and Friends

<https://www.thinkuknow.co.uk/parents/jessie-and-friends-videos>

3 Videos & Resources

- Ask key questions
- Share a selfie
- Photo sharing journey map
- Left/Right Multiple Choice Quiz (Assessment)

Themes:

Dangers of... Watching Videos,
Sharing Photos & Playing Games





Digi Duck Stories

<https://www.childnet.com/resources/digiduck-stories>

5 e-books & lesson resources

<p>Digiduck's Big Decision A story for 3 to 7 year olds about being a good friend to others on the internet.</p>	<p>Digiduck's Famous Friend Digiduck and his classmates are set the task of finding out who their special guest will be at school today.</p>	<p>Detective Digiduck The third story in the Digiduck series, focusing on reliability of online information.</p>
<p>Digiduck and the Magic Castle There's a new game that everyone's playing, and Digiduck wants to join in!</p>	<p>Digiduck Saves the Day The fifth story in the Digiduck series, focusing on positive uses of the internet to help others.</p>	

Themes:

Digital Well-being, Cyberbullying, Gaming, Reporting & Reliability

Quick Creative Activities

- Learners could draw, collage, paint, or use a digital programme to create a family portrait of Digiduck's family, or of Digiduck and his friends.
- Then make and decorate photo frames to put them in.
- Ask learners to design a new front cover for one of the Digiduck stories that you have read.
- Help learners to write a rap, song, or poem based on what Digiduck learns from Wise Owl in the story that you have read.
- Create masks or puppets, based on the characters in the story. Learners could wear these whilst re-telling the whole story, or a part of it.
- Recreate a scene from the story using stop motion animation. You could use Lego, build characters from plasticine, or draw 2D characters on paper.

Sequencing and Recount – Digiduck's Famous Friend

Creative Activities
Discussion Activities
Writing Activities

Quick Discussion Activities

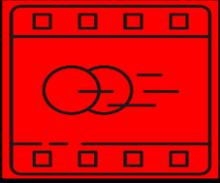
- Ask learners to retell the story that you have read to each other. You could create a roleplay space with related costumes, props and settings from the story.
- Tell learners the internet genie has granted three wishes to make using the internet safer and more enjoyable! What will they wish for? E.g., "I wish that everyone was kind online..."
- What might Digiduck and his friends be doing online in ten years' time? Will they be able to do things that aren't possible now? What technology might they be using? How might the internet have changed?
- Discuss learners' favourite things to do online. Are they the same or different to Digiduck?
- Make your learning space the set of a talk show. Choose a host and ask learners to take turns being the characters who appear as guests. The audience will be asking questions, based on the story you have read.

Bubbles and Clouds Digiduck's Big Decision

What is Digiduck thinking in this scene? Write your answer in the cloud.

What might Mummy Duck be saying? Write your answer in the bubble.

Sequencing & Recount
Speech Bubbles
Thought Clouds



Animation



Audio Editing



Digital Design

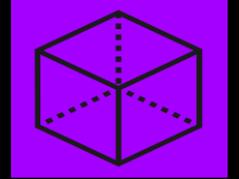
Digital Creativity in EYFS



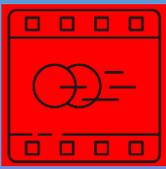
Image Editing



Video Editing



Virtual Simulation



Animation

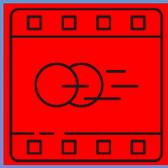


Chatterpix

SUGGESTED ACTIVITIES

- Take a photo of a famous person they are studying and talk about their life / achievements in the first person.
- Take a photo of a material and talk about it's properties and what it's used for.





Animation



Puppet Pals

SUGGESTED ACTIVITIES

- Animate a Fairy Tale cartoon on Puppet Pals.
- On Director's Pass – Insert a picture of themselves in or a famous person they are studying.





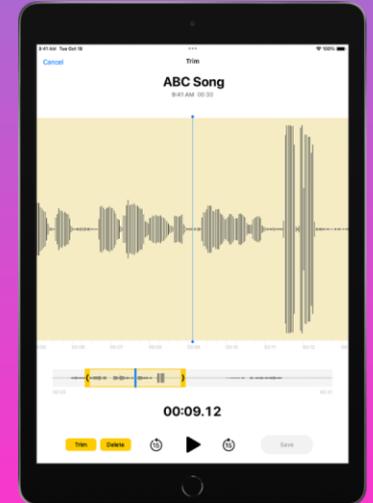
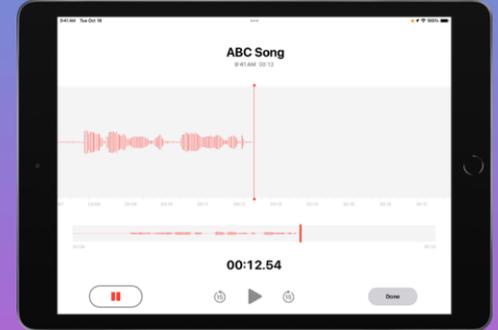
Audio Editing



Voice Memos

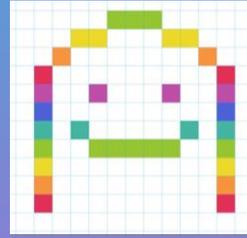
SUGGESTED ACTIVITIES

- Record your voice talking about a topic, book or themselves or their family.
- Basic editing features such as trimming.

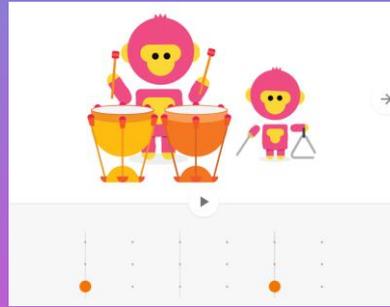




Audio Editing



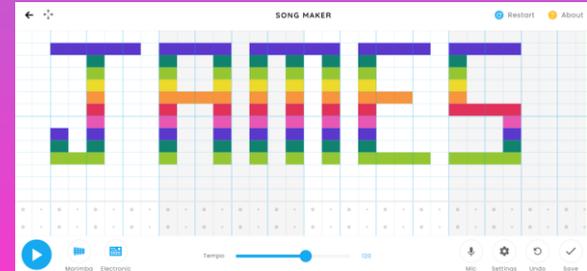
Chrome Music Lab



SUGGESTED ACTIVITIES

- Create digital music through art and sequences

<https://musiclab.chromeexperiments.com/>

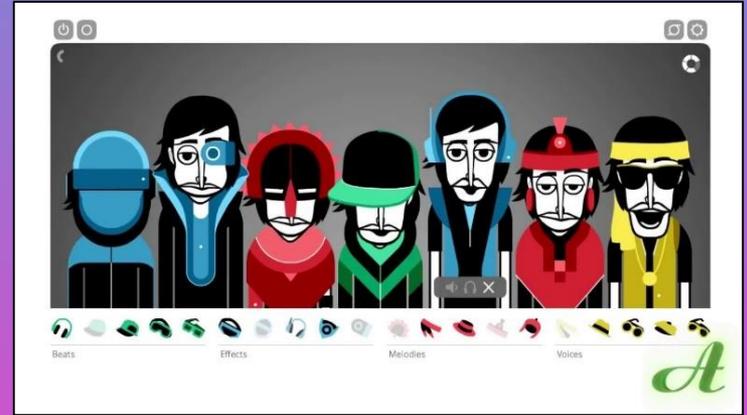




Audio Editing



Incredibox



SUGGESTED ACTIVITIES

- Select different vocal beats to create a beat box tune.

<https://www.incredibox.com/demo/>



Digital Design



Busy Things

SUGGESTED ACTIVITIES

- Learn to draw and create art digitally.
- Explore a variety of paint tools, colours and stamps
- Draw a picture related to a topic
- Draw a picture of outside during each season.

<https://www.busythings.co.uk/>





Digital Design



Just2Easy

SUGGESTED ACTIVITIES

- Create a picture using stamps
- Explore a variety of paint tools, colours and stamps
- Create picture with labels
- Create a mini-e-book with text and pictures

<https://www.j2e.com/jit5>





Image Editing



Camera/Photos

SUGGESTED ACTIVITIES

- Take a seasonal photo. Repeated every term.
- Classroom Photography challenges that use zoom, focus and multiple angles
- Edit and label using Mark Up (lines and text)





Image Editing

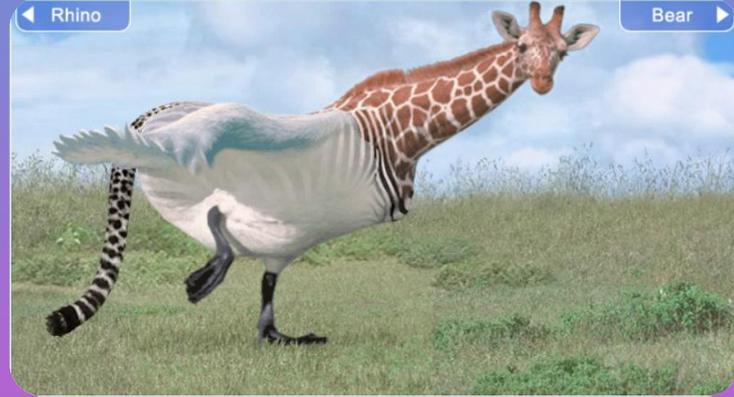


Switch Zoo

SUGGESTED ACTIVITIES

- Create an Animal Hybrid that rivals the Gruffalo and describe it.
- Write/Tell a story featuring your animal hybrid.

<https://switchzoo.com/>





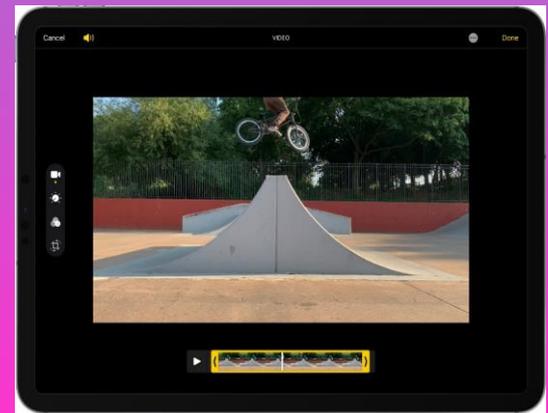
Video Editing

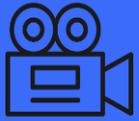


Camera/Photos

SUGGESTED ACTIVITIES

- Record a video, timelapse or slo-mo video.
- Resize, change the angle and trim the length of a video.
- Add coloured filters onto a video.
- Mute a video.





Video Editing

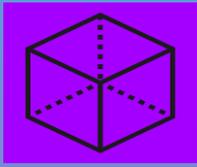


iMovie/Do Ink Green Screen

SUGGESTED ACTIVITIES

- Record against a green screen to bring roleplay to life.
- Slow down to create zero gravity effect in space or swimming under the sea.





Virtual Simulations



DEMO

Real AR Zoo

My Very Hungry Caterpillar AR

AR Moon

Backyard Apollo



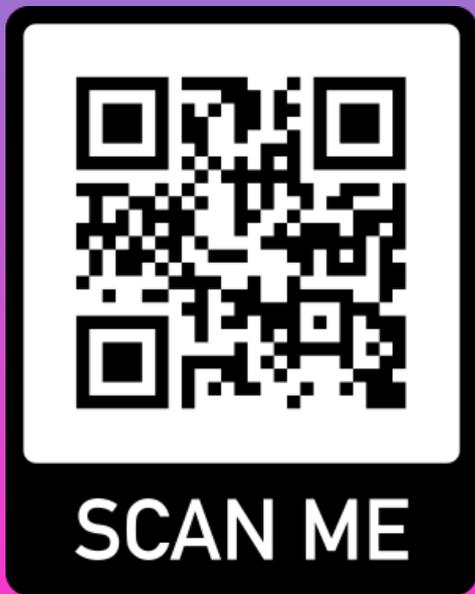
SUGGESTED ACTIVITIES

- Explore an Augmented Reality app to create engaging virtual experiences in the classroom.



Your turn to have an explore!

Scan the QR Code or
<https://tinyurl.com/CAS-EYFS>



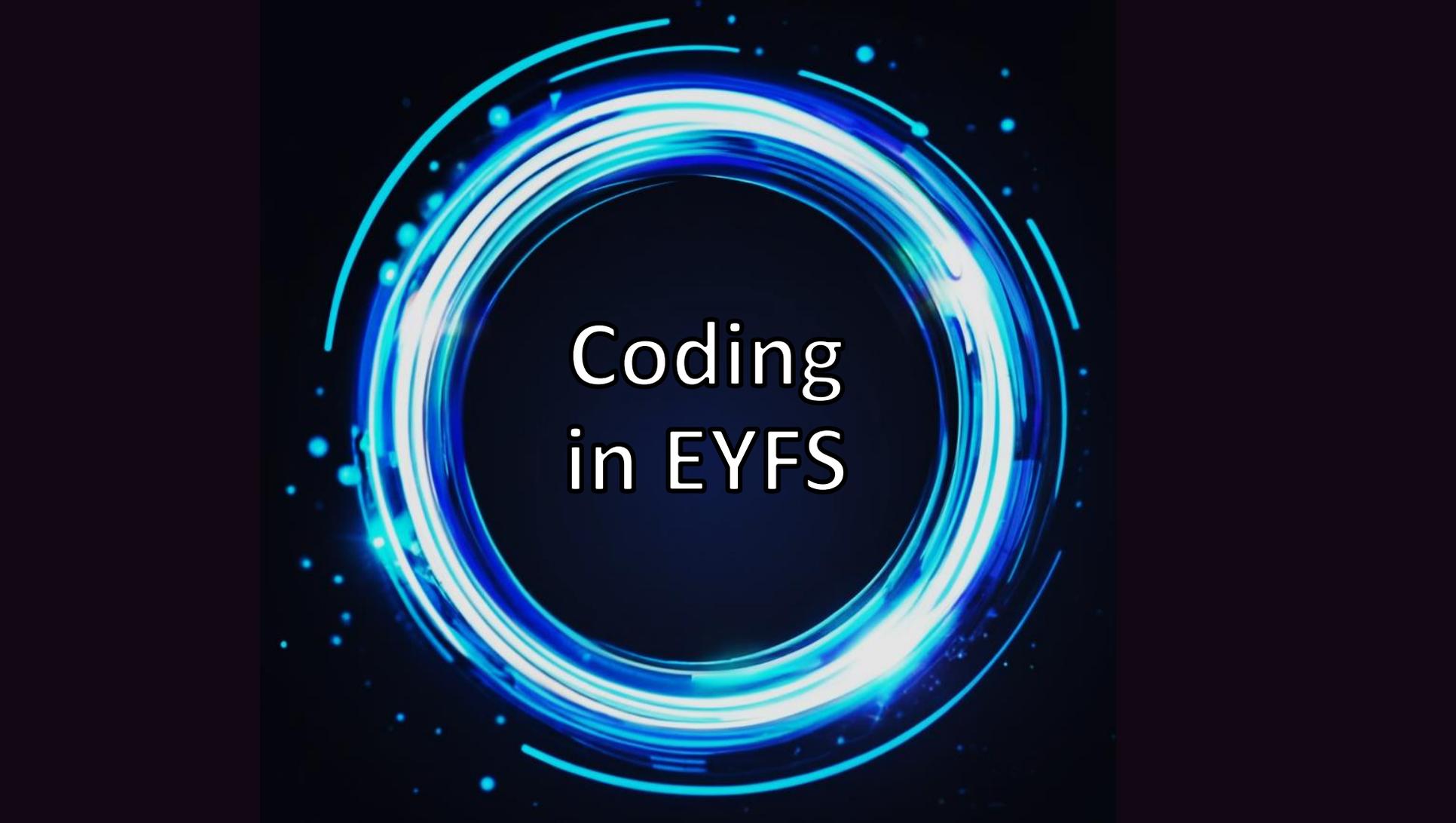
Computing in EYFS
 links to resources
 Updated: May 2024

LOGO	RESOURCE	LINK	STRAND
	Smartie the Penguin	https://www.childnet.com/resources/smartie-the-penguin	Online Safety
	Hanni and the Magic Window	https://www.childnet.com/resources/hanni-and-the-magic-window/	Online Safety
	Troll Stinks	https://www.vodafone.co.uk/cs/groups/confitfiles/documents/webcontent/vfcon110705.pdf	Online Safety
	Jessie and Friends	https://www.thinkuknow.co.uk/parents/jessie-and-friends-videos	Online Safety
	Digi Duck	https://www.childnet.com/resources/digiduck-stories	Online Safety
	Chatterpix	https://apps.apple.com/gb/app/chatterpix-duck-duck-moose/id734038526	Digital Creativity
	Puppet Pals	https://apps.apple.com/us/app/puppet-pals-hd/id342076546 Free and Paid apps	Digital Creativity
	Voice Memos	https://apps.apple.com/us/app/voice-memos/id1069512134	Digital Creativity
	Chrome Music Lab	https://musiclab.chromeexperiments.com	Digital Creativity
	Incredibox	https://www.incredibox.com/demo	Digital Creativity
	Busy Things	https://www.busythings.co.uk/ Subscription Required	Digital Creativity / Coding / Core Skills
	Just 2 Easy	https://www.j2e.com/jit5 Subscription Required to save work	Digital Creativity / Core Skills

LOGO	RESOURCE	LINK	STRAND
	Camera	https://apps.apple.com/gb/app/camera/id1584216193	Digital Creativity
	Photos	https://apps.apple.com/us/app/photos/id1584215428	Digital Creativity
	Switch Zoo	https://switchzoo.com/	Digital Creativity
	iMovie	https://apps.apple.com/us/app/imovie/id377298193	Digital Creativity
	Dolnk Green Screen	https://apps.apple.com/gb/app/green-screen-by-dolnk/id730091131 Paid app	Digital Creativity
	Real AR Zoo	https://apps.apple.com/tr/app/real-ar-zoo/id1529782053	Digital Creativity
	My Very Hungry Caterpillar AR	https://apps.apple.com/us/app/my-very-hungry-caterpillar-ar/id1277085142	Digital Creativity
	AR Moon	https://apps.apple.com/us/app/ar-moon-explore-solar-system/id1287945174	Digital Creativity
	Backyard Apollo	https://apps.apple.com/gb/app/backyard-apollo-ar/id1258795104	Digital Creativity

5 mins

Download an app or explore a resource from the Online Safety and Digital Creativity strands



Coding
in EYFS

Coding in Early Years

Building a foundational understanding of **computational thinking:**

- Thinking logically
- Problem solving
- Working collaboratively
- Predicting outcomes
- Sequencing instructions (algorithms)
- Trial and error
- Fixing errors (debugging)



The Computational Thinkers

Early Years

Concepts



Logical Reasoning
anticipating and explaining



Abstraction
working out what is important
and ignoring what is not important



Pattern
comparing, spotting
similarities and differences



Algorithms
instructions and sequencing



Decomposition
breaking problems down into steps

Approaches



Tinkering
playing and exploring



Creating
making things, checking
things and fixing things



Collaboration
playing and working
cooperatively



Persevering
not giving up



We're all
computational
thinkers here!

When you think about it, whether we're parents, pupils or teachers
- we're all natural computer scientists, capable of computational thinking.
barefootcomputing.org

- Computational thinking is a series of **problem solving strategies** to help with **understanding** a problem and working out how to **solve** it.

- Applies across the curriculum especially in STEM subjects.

www.barefootcomputing.org

Coding Language Progression

EYFS



DIRECTIONAL ARROWS

KS1



DIRECTIONAL ARROWS



BLOCK SYMBOLS

KS2

```
when green flag clicked
go to x: -164 y: -69
repeat 20
  next costume
  move 10 steps
  wait 0.5 seconds
say Hello! for 1 seconds
```

BLOCK TEXT

```
TO HEXAGON
COLOUR "red
REPEAT 6
[FD 100 LT 60]
END

TO TRIANGLE
COLOUR "blue
REPEAT 3
[FD 100 LT 120]
END

TO PATTERN
CS
REPEAT 10
[HEXAGON RT 36]
REPEAT 10
[TRIANGLE RT 36]
END
```

LOGO TEXT



SUPER SPACE

Age: 4-6 years

Curriculum Links:
Science

Concepts and Approaches:

Algorithms, Collaboration, Persevering, Creating, Pattern, Logical reasoning, Tinkering, Abstraction

Includes 3 space themed activities to develop pupils computational thinking and problem solving skills. Includes creating algorithms to direct a rocket through space and spotting patterns in pictures of aliens.

[Download Resource](#)



BOATS AHOY

Age: 4-6 years

Curriculum Links:
Science, Maths, English, DfT

Concepts & Approaches:

Algorithms, Decomposition, Creating, Tinkering, Logic, Patterns, Abstraction, Collaborating

Takes children on a journey of discovery as they investigate boats. Four activities make up this set of resources. Includes different uses of boats, floating and sinking predictions, creating a good boat through exploring designs and role play.

[Download Resource](#)



BUSY BODIES

Age: 4-6 years

Curriculum Links:
PSHE, English, Science

Concepts & Approaches:

Algorithms, Decomposition, Debugging, Logic, Patterns, Abstraction

Provides four activities that help children discover how bodies move and grow. Using the resources provided they explore and learn about parts of the body, growth and movement. Simple algorithms are created and adapted to form a routine of movements.

[Download Resource](#)



EARLY YEARS PROMPT CARDS

Age: 4-6 years

Curriculum Links:
Science, Maths, English, DfT

Concepts & Approaches:

Collaborating, Creating, Tinkering, Logic, Persevering, Patterns, Decomposition, Algorithms, Abstraction

These handy cards provide key questions to prompt discussion in your classroom linked to the Barefoot computational thinking concepts and approaches.

[Download Resource](#)



SUMMER FUN

Age: 4-6 years

Curriculum Links:
Science, Maths, English, DfT

Concepts & Approaches:

Tinkering, Persevering, Patterns, Logic, Decomposition, Debugging, Collaborating, Algorithms

Children explore their surroundings and get creative, take a journey and make a map, and discover seaside tangrams, in these three fun activities.

[Download Resource](#)



EARLY YEARS COMPUTATIONAL THINKERS POSTER

Specifically aimed at Early Years this poster breaks down the process of Computational Thinking into key concepts and approaches.

[Download Resource](#)



AWESOME AUTUMN

Age: 4-6 years

Curriculum Links:
Early Years

Concepts & Approaches:

Creating, Pattern, Logic, Algorithms, Collaborating

Three Autumn themed activities which see the children explore patterns in Garlands Galore, create a leaf labyrinth and make Pumpkin Soup using computational thinking skills.

[Download Resource](#)



WINTER WARMERS

Age: 4-6 years

Curriculum Links:
Early Years

Concepts & Approaches:

Algorithms, Creating, Collaboration, Decomposition, Tinkering, Persevering

Snowmen scarves and patterns, creating igloos and bird feeders- all take centre stage in our three winter-themed activities.

[Download Resource](#)



SPRINGTIME

Age: 4-6 years

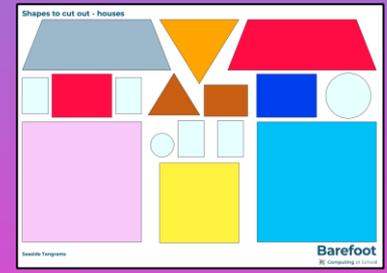
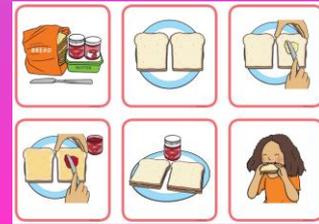
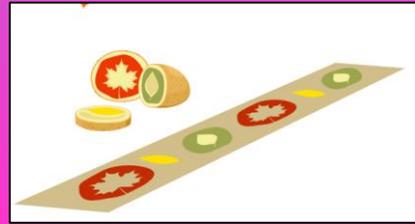
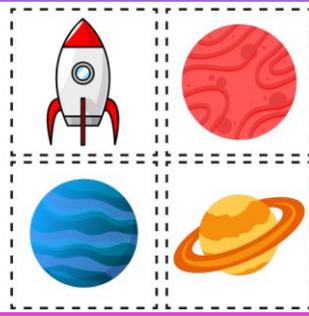
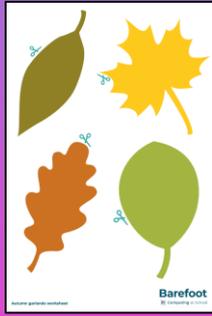
Curriculum Links:
Early Years

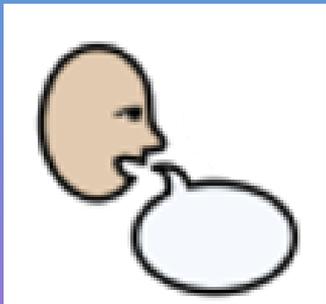
Concepts & Approaches:

Abstraction, Tinkering, Creating, Collaborating, Algorithms, Persevering, Decomposition

Three Spring themed activities see the children make a Rabbit run, create Junk scarecrows and explore sequencing whilst planting seeds.

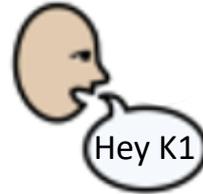
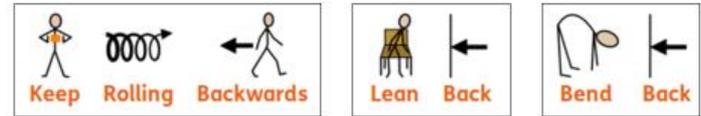
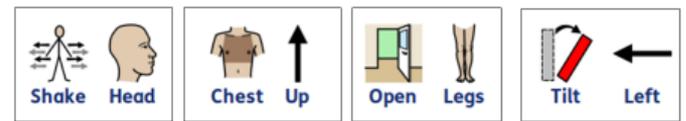
[Download Resource](#)





Say “ Hey K1 ”
and listen for
“ I’m here ”





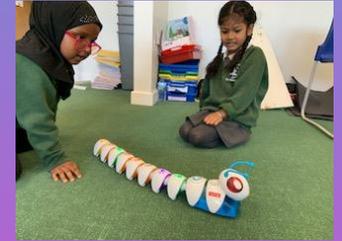


Beebot & Bluebot

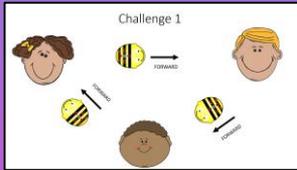


Code-a-pillar

Programmable Toys & Robots



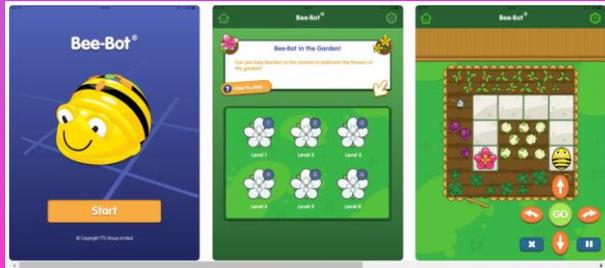
- Explore the controls.
- Can you program it from point A to point B?
- Can you include turns?



Can you make the letter **C with Code-a-pillar?**

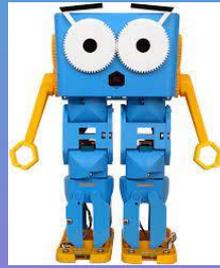
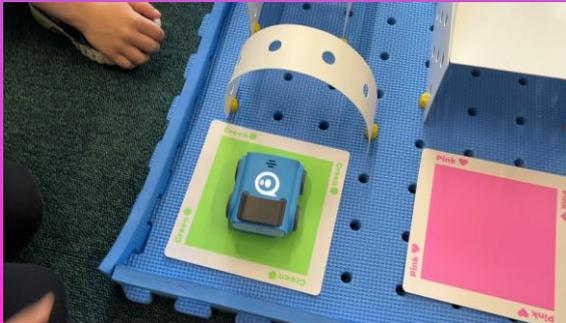


Can you make the letter **S with Code-a-pillar?**

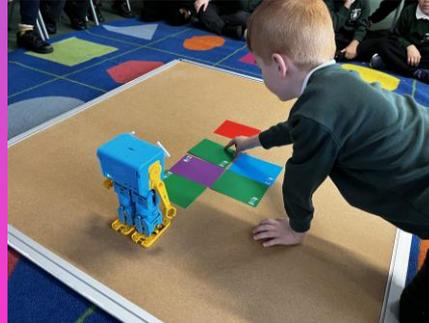




Sphero Indi



Marty the Robot

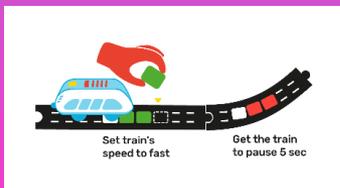


Programmable Toys & Robots

- What will each colour do?
- Can you program it from point A to point B?
- Create a course that includes forward, backwards, 90 left, 90 right and stop / celebrate.



Intelino Smart Train



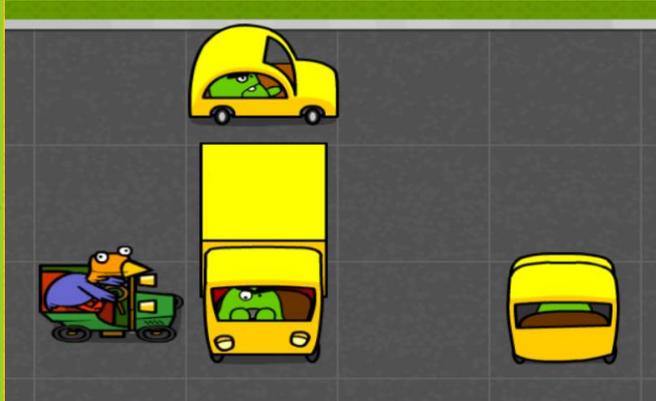
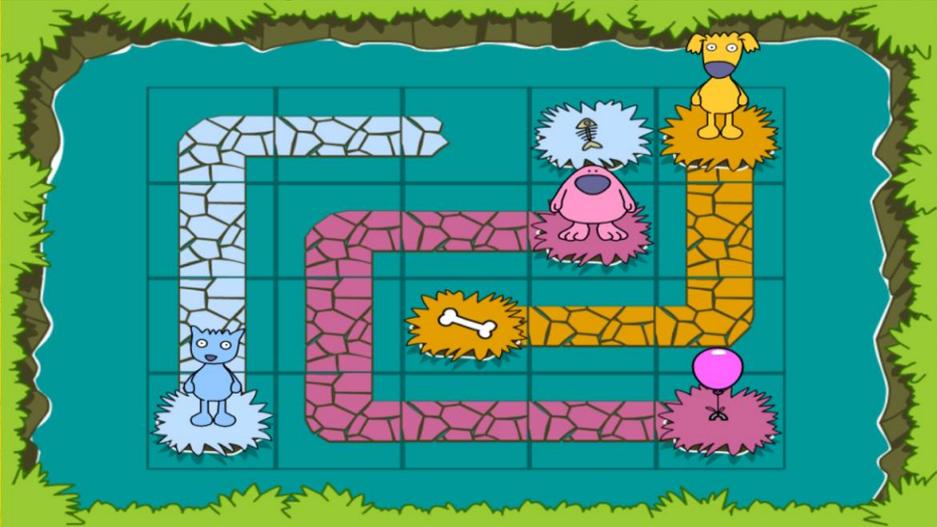
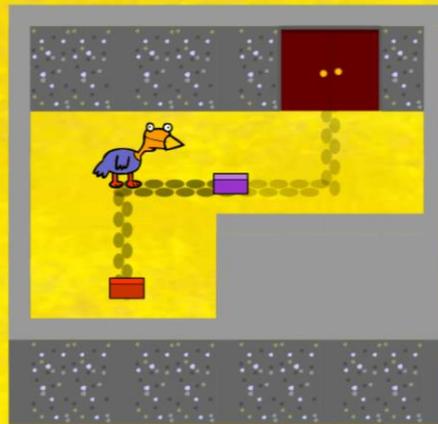
Dash



Go

Programmable Toys & Robots

- What will each colour pattern do?
- Can you program/drive it from point A to point B?
- How can you control the speed?

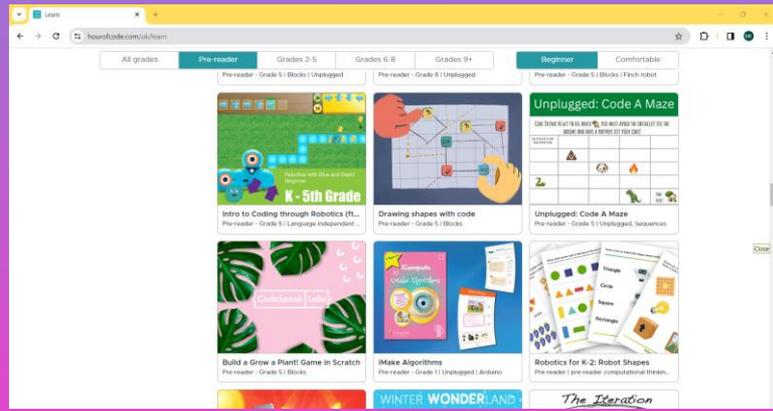
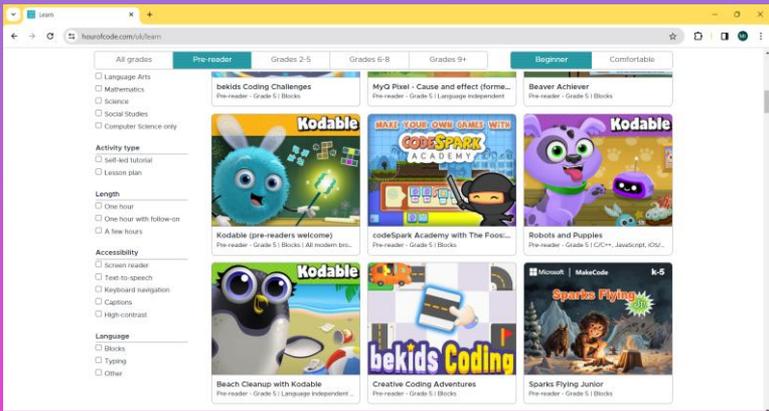
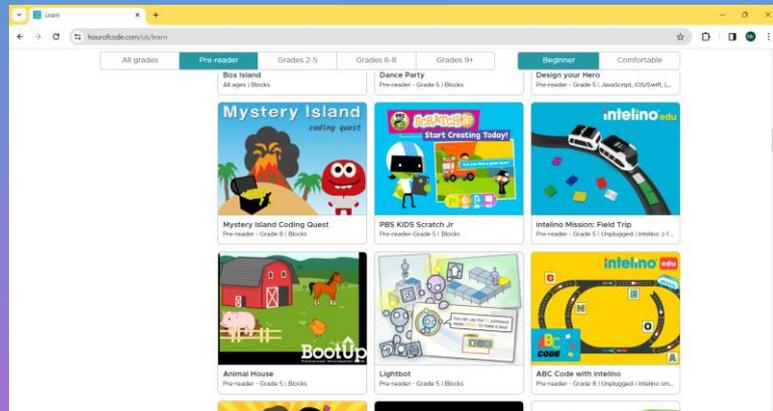
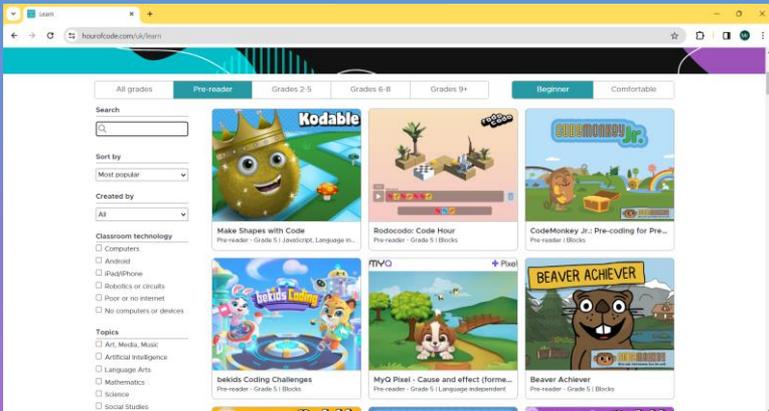


Screen
Coding

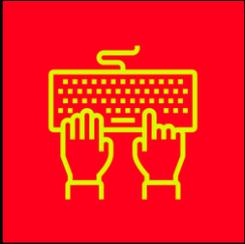
**Busy
Things**

<https://www.busythings.co.uk/>

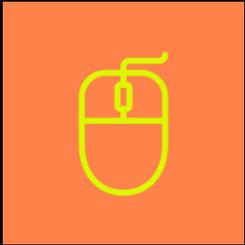
Screen Coding



<https://hourofcode.com/uk/learn>



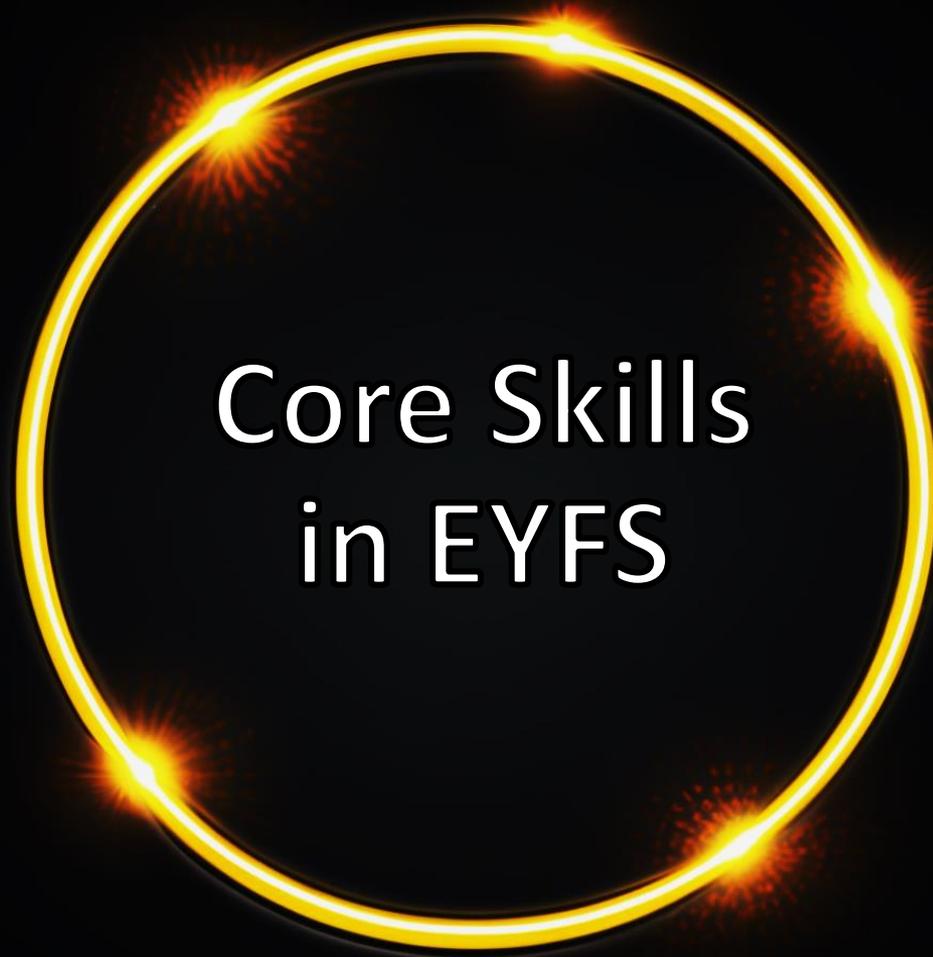
Typing



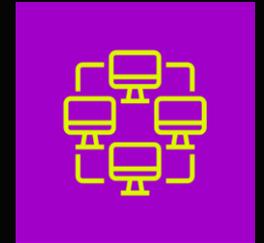
Control



Data



Communication



Technology



Typing



SKILLS

- Finding letters on a keyboard
- Typing with two hands

Just be aware
of adverts!

<https://www.abcya.com/games/category/typing>

<https://www.typinggames.zone/>

<https://games.sense-lang.org/EN.php>



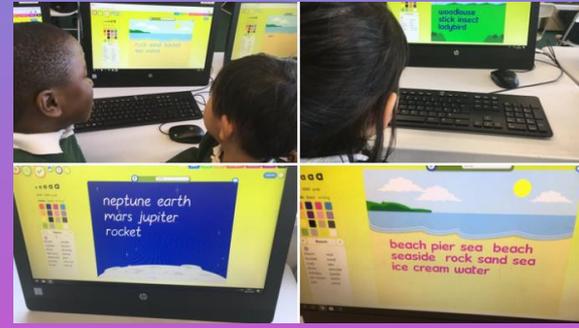
Typing




Tree keys
Learn the letters on the computer keyboard



Bird words
Type words using the computer keyboard.



- SKILLS**
- Finding letters on a keyboard
 - Typing with two hands



<https://www.bustythings.co.uk/>

<https://www.j2e.com/jit5#>



Typing



Level 1: Starts with the home row keys

In this level you will begin by learning to touch type the keys on the home row as well as letters e, l, r and u.

- Stage 1: f d s o j k l ; g h
- Stage 2: e i
- Stage 3: r u



Play level 1 and click on the button to select the stage you want.

Level 3: Learn the six keys below the home row

In this level you will learn to type six new keys that lie below the home row including letters v, m, b, n, c and the comma.

- Stage 7: v m
- Stage 8: b n
- Stage 9: c ,



Play level 3 and click on the button to select the stage you want.

Level 2: Learn the six keys above the home row

In this level you will learn to type six new keys that lie above the home row including letters t, y, w, o, q and p.

- Stage 4: t y
- Stage 5: w o
- Stage 6: q p



Play level 2 and click on the button to select the stage you want.

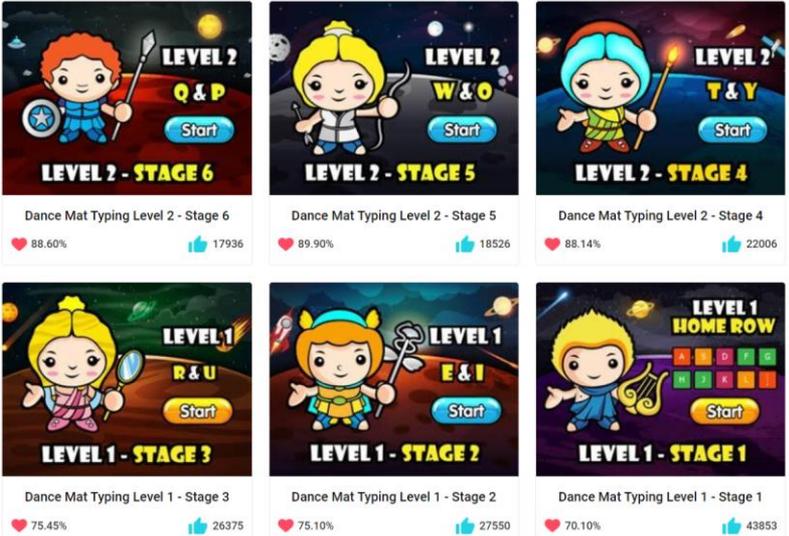
Level 4: Learn five more keys and how to make capital letters

In this level you will learn to type the letters x and z. You will also learn how to make capital letters and type three more keys: the apostrophe, slash and full stop.

- Stage 10: x z ' .
- Stage 11: /
- Stage 12: Shift keys - how to make capital letters



Play level 4 and click on the button to select the stage you want.



Level	Stage	Character	Heart Icon	Thumbs Up Icon
LEVEL 2	Stage 6	Red boy with sword	88.60%	17936
LEVEL 2	Stage 5	Yellow girl with bow	89.90%	18526
LEVEL 2	Stage 4	Blue girl with staff	88.14%	22006
LEVEL 1	Stage 3	Yellow girl with magnifying glass	75.45%	26375
LEVEL 1	Stage 2	Orange girl with key	75.10%	27550
LEVEL 1	HOME ROW	Yellow boy with lyre	70.10%	43853

SKILLS

- Finding letters on a keyboard
- Typing with two hands

<https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr#zskfb7h1>

<https://www.kidztype.com/tags/bbc-typing/>



Control



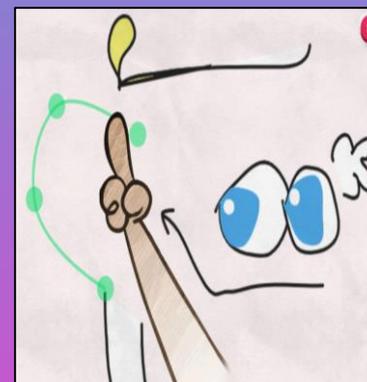
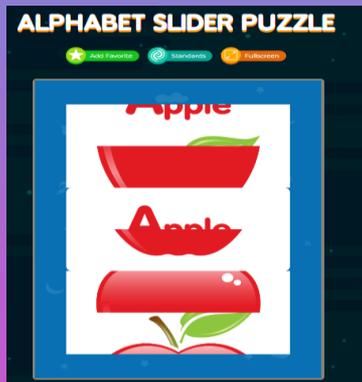
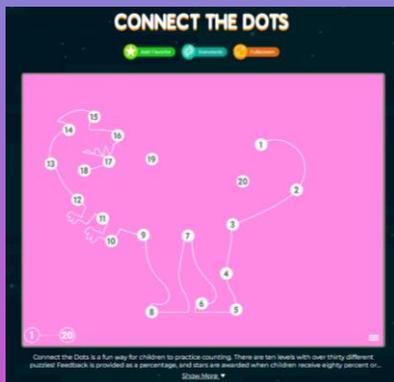
Normal Select		Text Select	
Help Select		Handwriting	
Working In Backgr.		Unavailable	
Busy		Vertical Resize	
Precision Select		Horizontal Resize	
Diagonal Resize 1		Alternate Select	
Diagonal Resize 2		Link Select	
Move			

15 cursors are available in Windows®
(copyright ©2008 Microsoft® Corp.)





Control



SKILLS

- Left Click, Right Click and use the Scroll Wheel
- Drag and Drop / Move around with accuracy

Just be aware
of adverts!

<https://www.abcya.com/games/>

<https://www.bbc.co.uk/cbbc/games/little-roy-wonder-doodler>



Control



Popular right now!

Body boggle
Stretch the characters to create your own crazy creatures!

GAME 

Alphabet tracing
Practise forming letters. Pre-cursive, cursive and upper case forms available.

GAME 

Popular right now!

Name tracing
Practise forming names and words. Different letter forms available.

GAME 

Number tracing
Practise forming numbers. Different forms available.

GAME 

Bubbles - Expressions
Pop the matching colours and faces!

GAME 

Bubbles - shapes
Pop the matching shapes and colours!

GAME 

SKILLS

- Left Click, Right Click and use the Scroll Wheel
- Drag and Drop / Move around with accuracy

<https://www.busythings.co.uk/>



Data Handling

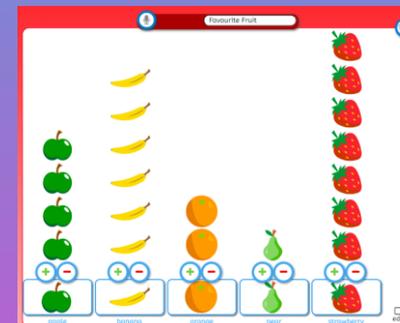


Just 2 Easy (J2Data)



Free to use:

- Pictogram
- Chart
- Branch



SKILLS

- Create a digital pictogram
- Create a digital block/bar chart, Pie Chart and Line Graph
- Create a branching database

<https://www.j2e.com/j2data/>



Communication

<https://www.tts-group.co.uk/early-years/ict/communication-resources/>



Save up to £60 off your order



Outdoor Big Point Recordable Buttons 6pk
Product Code: EY04773

A set of recordable units, great for speaking and listening and are ideal for use in all weathers by all ages.

- ★ Encourage communication and language all around your setting

[Read more](#)

> **SPEND & SAVE!** Spend £150, Save £10! Spend £250 Save £25! Spend £500 Save £60! Code: [OUTDOOR23](#) [Details](#)

Quantity

£99.99 ex VAT
£ 119.99 inc VAT

Hurry, less than 10 available



Recordable Talking Pegs Assorted Colours
Product Code: make all selections to view product code

Strong, easy-grip pegs with a 10 second recording function.

- ★ Clip to washing lines and branches
- ★ Great for treasure hunts
- ★ Record up to 10 seconds of sound

[Read more](#)

Pack Size

Quantity

From £ 49.99 ex VAT



Talking-Point Recordable Buttons
Product Code: make all selections to view product code

★★★★★ [Read 1 Review](#)

Record and playback sound with battery-powered recordable buttons.

- ★ Each button records 10 seconds of sound
- ★ Loud and clear output
- ★ Cross curricular resource

[Read more](#)

Pack Size

Quantity

From £ 39.99 ex VAT



Rechargeable Mobile Phone Set 6pk
Product Code: EY04195

A set of 6 modern mobile phones which can telephone each other up to 10 meters away.

- ★ A wonderful way to introduce technology to Role Play
- ★ Mobiles allow for two way simultaneous conversation.
- ★ Supports communication and language development

[Read more](#)

Quantity

£149.99 ex VAT
£ 179.99 inc VAT

Estimated delivery in 8 weeks

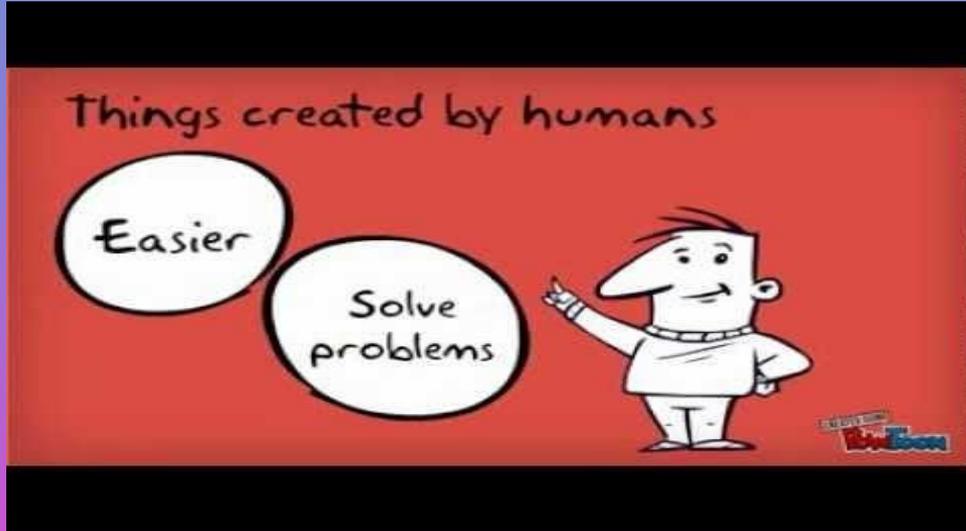
SKILLS

- Record their voice using a device
- Play back and listen to a recording using a device
- Communicate through a two way conversation using a device

Communication Toys



Technology



https://www.youtube.com/watch?v=GiiZ81_uzK8

SKILLS

- Recognise technology around them
- Recognise what technology is used around the school and in their local area
- Identify what objects use power and identify how they are powered.

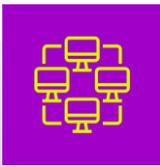
What technology can you see in the Computing Suite that uses power?

Have a walk around!

- Computers
- Interactive Whiteboard
- Chromebooks
- iPads
- Lights
- Air Conditioning
- Headphones
- Robots
- Wireless Access Point
- Visualiser
- Remote Control
- Alarm Sensor

What other technology might be seen around the school?

What technology might we see around Wembley?



Technology

Information technology is...

... a computer or something that works with a computer.



Information technology	Not information technology



Now it's your turn. Draw things that you think **are** information technology and things that you think **are not**. Add labels to your drawings if you have time.



Technology

Identifying parts of a computer



Rules for using computer technology

- Hold your device carefully
- Stop using your device when someone is talking to you
- Take turns with your partner
- Use only the apps you have been asked to used
- Don't share your passwords



Can you remember the parts of a desktop computer?



Can you remember the parts of a laptop computer?



SKILLS

- Recognise the rules for using technology
- Know the parts of computers and laptops
- Understand how devices work



Technology

Exploring QR Codes

QR Code Treasure Hunt

- Link pictures to a QR code through a website, QR Code generator or software such as Just2Easy.
- Hide the QR codes around the school.
- Children search for them, scan them and then record the picture found.

SKILLS

- Recognising uses of technology in the world/



Assessment ideas

- Who can recall previous learning at the start of the next lesson?
(Effective questioning)
- Task outcome – Who has completed the work accurately? Who needed support?
- Multiple choice quiz – Stand on the left/right.
- Photographic evidence





Useful Links

Barefoot Computing - EYFS

<https://www.barefootcomputing.org/earlyyears>

TTS Resources

<https://www.tts-group.co.uk/early-years/ict/>

LGFL Spotlight on EYFS

<https://sites.google.com/lgfl.net/spotlightoneyfs>

Computing at School EYFS blogs

<https://www.computingatschool.org.uk/news-and-blogs/2022/june/aspects-of-computing-in-the-early-years-foundation-stage-ey>

<https://www.computingatschool.org.uk/news-and-blogs/2023/november/lets-talk-about-technology-in-eyfs>

Your turn to have an explore!

Scan the QR Code or

<https://tinyurl.com/CAS-EYFS>



SCAN ME

LOGO	RESOURCE	LINK	STRAND
	Marty the Robot	https://robotical.io/	Coding
	Intelino Smart Train	https://intelino.com/ https://www.eatsleepcrepeat.com/intelino.html	Coding
	Dash	https://uk.makewonder.com/dash/	Coding
	Hour of Code	https://hourofcode.com/uk/learn	Coding
	ABCYA	https://www.abcya.com/games/category/typing	Core Skills
	Typing Games	https://www.typinggames.zone/	Core Skills
	Sense-Lang	https://games.sense-lang.org/EN.php	Core Skills
	BBC Dance Mat	https://www.bbc.co.uk/bitesize/topics/zt2f9j6/articles/z3c6ft#zskfb7h1	Core Skills
	Kidz Type	https://www.kidztype.com/taps/bbc-typing/	Core Skills
	Wonder Doodler	https://www.bbc.co.uk/cbbc/games/little-roy-wonder-doodler	Core Skills
	J2Data	https://www.i2e.com/j2data/	Core Skills
	TTS	https://www.tts-group.co.uk/early-years/ict/communication-resources/ https://www.tts-group.co.uk/early-years/ict/	Core Skills Useful Link
	London Grid for Learning	https://sites.google.com/lgfl.net/spotlightoneyfs	Useful Link
	Computing at School	https://www.computingatschool.org.uk/news-and-blogs/2022/june/aspects-of-computing-in-the-early-years-foundation-stage-ey https://www.computingatschool.org.uk/news-and-blogs/2023/november/lets-talk-about-technology-in-eyfs	Useful Link

	Barefoot Computing	https://www.barefootcomputing.org/earlyyears	Coding
	Beebot	https://www.tts-group.co.uk/bee-bot-programmable-floor-robot/1015269.html	Coding
	Bluebot	https://www.tts-group.co.uk/blue-bot-bluetooth-programmable-floor-robot/1015269.html?cgid=Primary-Computing--ICT-Our-Floor-Robot-Family-Bee-Bot--Others	Coding
	Code-A-Pillar	https://www.ebay.co.uk/itm/305571891745?xmmeta=01HYD5F162852MFGB82684543Y&hash=item4725810a21:g::8AAOSwkbxmR3ql	Coding
	Sphero Indi	https://sphero.com/pages/sphero-indi	Coding

5 mins

Download an app or explore a resource from the Coding and Core Skills strands or the useful links

