

# Greenbank Primary School

## EYFS Computing Progression



ELG (End of Reception)	There is no ELG for computing (Previously Technology), however, the use of technology can support all curriculum areas such as the ability to follow instructions and problem solve, play a curriculum-based game, create and present in different ways and learn about cause and effect.	
Greenbank EYFS Composite knowledge		
	Nursery	Reception
Digital Literacy	<ul style="list-style-type: none"><li>Use technology safely and respectfully e.g. hold an iPad with two hands, share equipment</li><li>Know that information can be found using computers e.g. internet search</li></ul>	<ul style="list-style-type: none"><li>Use technology safely and respectfully e.g. hold an iPad with two hands, take it in turns</li><li>Explain why technology should be used safely and respectfully</li><li>Know that information can be found using computers e.g. internet search</li></ul>
Computer Science	<ul style="list-style-type: none"><li>Name some types of technology e.g. computer, iPad</li><li>Be able to programme age appropriate toys e.g. Code-a-pillar</li><li>Begin to identify a problem e.g. Code-a-pillar moving backwards rather than forwards</li></ul>	<ul style="list-style-type: none"><li>Know that a computer is a machine</li><li>Identify a range of technology within school and the home</li><li>Use appropriate vocabulary e.g. app, programme</li><li>Be able to programme a Beebot</li><li>Be able to problem solve ('debug')</li></ul>
Information Technology	<ul style="list-style-type: none"><li>Use iPads and IWB to perform simple tasks e.g. play a game, paint a picture</li></ul>	<ul style="list-style-type: none"><li>Use computers, iPads and IWB to perform simple tasks e.g. play a game, paint a picture</li><li>Begin to type own name and captions</li></ul>
Vocabulary		
Technology, computer, machine, app, programme, internet, mouse, keyboard, touch pad, directional language (forwards, backwards, turn), sequence		
Key Experiences		
Nursery	<ul style="list-style-type: none"><li>Use a wide range of technology including toys and computers</li><li>Use the IWB and iPads to play age appropriate games</li><li>Use the IWB or iPad to create a piece of artwork</li><li>Use iPad to take photographs</li><li>Use simple coding toys such as code-a-pillar</li></ul>	

- Use a wide range of technology including toys and computers
- Use the IWB and iPads to play age appropriate games and apps
- Draw a picture using the iPad/IWB and type name or simple caption
- Use iPad to take photographs
- Explore using the Beebots and learn how the buttons make them move
- Use Google maps and street view to look at the local area
- Use the internet to find out more information about a topic

**Continuous Provision opportunities**

- iPads/IWB available for use
- Technology within the home corner and role play areas e.g. phones, cameras, tills
- Unplugged activities such as pattern and sequence cards e.g. build a pattern using Duplo