



Key Knowledge, Vocabulary and questions

Computing

EYFS

Computing Links to the EYFS Curriculum

Computing

Three and Four-Year-Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Remember rules without needing an adult to remind them.
	Physical Development		<ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		<ul style="list-style-type: none"> Explore how things work.
Reception	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: <ul style="list-style-type: none"> -sensible amounts of 'screen time'.
	Physical Development		<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG	Personal, Social and Emotional Development	Managing Self	<ul style="list-style-type: none"> Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.
	Expressive Arts and Design	Creating with Materials	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.



Key vocabulary

rules	Followed when using technology.
iPad	Used in the classroom to access apps.
screen time	How long you look at a screen for.
on	The device is on.
off	The device is off.
switch	Used to turn on and off.

Key questions

- 1 What rules are there about computers?
- 2 What rules are there about iPads?
- 3 What can be turned off and on in the classroom?
- 4 How long do you use a computer/device for at home
- 5 What technology / computers / devices do you use?
- 6 Is it safe to go on the internet on your own?
- 7 What time do you stop using a screen?
- 8 How do you switch this device on?
- 9 How could you make this device / toy move forward?