

## Reception Computing Overview for Barnes Primary

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### Computing and technology in the Early Years Foundation Stage

Technology is used daily throughout the early years in Barnes. The children use hardware and age-appropriate software. In free flow learning the children have the opportunity to use interactive whiteboards, desktop computers and iPads. They also use electrical devices such as cameras and programmable toys such as Beebots. In the early years we have light boxes for the children to explore and make observations of different materials. We also have listening stations and iPod docks for the children to independently access during the day.

In reception we use the computing suite once a week where we follow a yearly plan to teach the children skills such as mouse control and how to log on.

Recently we have purchased resources to boost computing in EYFS including metal detectors, remote control toys, walkie talkies and video cameras.

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		Learning Objectives	Development Matters		Early Learning Goals
			30 -50 months	40-60 months	
<b>Reception</b>	Autumn 1	<ul style="list-style-type: none"> <li>• <b>To explore different technology available to them in the EYFS</b></li> <li>• Interactive whiteboard</li> <li>• Cameras</li> <li>• How to use Busy Things</li> <li>• Listening Station</li> </ul>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Knows that information can be retrieved from computers</li> </ul>	<ul style="list-style-type: none"> <li>• Completes a simple program on a computer.</li> <li>• Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</b></p>

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<b>Reception</b>	Autumn 2	<ul style="list-style-type: none"> <li>• <b>Teach the children simple programming</b></li> <li>• Remote control cars</li> <li>• Beebots</li> <li>• Walkie Talkies</li> <li>• Ipods and dock</li> </ul>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Knows that information can be retrieved from computers</li> </ul>	<p>Completes a simple program on a computer.</p> <ul style="list-style-type: none"> <li>• Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</b></p>

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<b>Reception</b>	Spring 1	<ul style="list-style-type: none"> <li>• <b>Teach how to use ipads</b></li> <li>• Camera</li> <li>• Film</li> <li>• Game</li> </ul>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Knows that information can be retrieved from computers</li> </ul>	<p>Completes a simple program on a computer.</p> <ul style="list-style-type: none"> <li>• Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Early Learning Goal</b>  <b>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</b></p>

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Reception	Spring 2	<ul style="list-style-type: none"> <li>• <b>Introduction to ICT suite</b></li> <li>• What a computer is</li> <li>• How we use it</li> <li>• Labelling parts</li> <li>• Deconstruct parts</li> </ul> <p>Mouse control</p>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Knows that information can be retrieved from computers</li> </ul>	<p>Completes a simple program on a computer.</p> <ul style="list-style-type: none"> <li>• Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Early Learning Goal</b>  <b>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</b></p>

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Reception	Summer 1	<ul style="list-style-type: none"> <li>• .Logging on</li> </ul>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Knows that information can be retrieved from computers</li> </ul>	<ul style="list-style-type: none"> <li>• Completes a simple program on a computer.</li> <li>• Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Early Learning Goal</b>  <b>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</b></p>

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Reception	Summer 2	<ul style="list-style-type: none"> <li>• <b>Typing</b></li> </ul>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment, e.g. turns on CD player and uses remote control.</li> <li>• Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.</li> <li>• Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• Knows that information can be retrieved from computers</li> </ul>	<p>Completes a simple program on a computer.</p> <ul style="list-style-type: none"> <li>• Uses ICT hardware to interact with age-appropriate computer software.</li> </ul>	<p><b>Early Learning Goal</b>  <b>Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.</b></p>