

Computing Long Term Plan

EYFS



AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Forest Fairytales	Castles/ Christmas	What is in Space?	All about Pets	Springtime on the Farm	What will I be when I grow up?

Computing doesn't always need to involve a computer. Computing in EYFS is centred around play-based, unplugged (no computer) activities that focus on building children's listening skills, curiosity, resilience, creativity and problem solving. Due to the creative nature of our cross-curricular topics and lessons, evidence can be gathered towards all the Early Learning Goals (ELGs) for each area of learning. Therefore, children leave EYFS with a strong foundation of knowledge and awareness, ready to start Year 1.

EYFS computing at Marwood CE Infant School can be seen in many ways. Here are a few examples of how this is achieved:

- taking a photograph with a camera or tablet
- searching for information on the internet (with support)
- playing games on the interactive whiteboard
- digital painting on the interactive whiteboard
- exploring mechanical toys
- using a Bee-bot
- watching a video clip
- listening to music

We live in a technological world and there is no escape from the reality that 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 all-important e-safety.