

Computing Long Term Plan



EYFS

AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
Out and About	Dark Night, Bright Lights	999 Emergency	If you go down in the woods today	In the Garden	Minibeasts

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 and creativity and problem solving. Due to the creative nature of our cross-curricular topics and lessons, evidence can be gathered towards all of 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 Orchard 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.