Computing in the Early Years

Computing may not be a specific area in the EYFS Curriculum however, many foundational skills are embedded throughout each area. Early experiences help children understand technology, build problem-solving skills, and explore sequencing, patterns, and creativity. This is supported through play, exploration, and daily routines.			
	Area	Evidence	Computing Link
Everyday Technology	Understanding the World • **Nursery:** Shows interest in how things work. • **Reception:** Recognises that a range of technology is used in homes and school and can operate some independently.	• Tablets, interactive whiteboards, and computers • Digital cameras and microphones • Electronic toys and programmable toys • Simple household technology in role play (cash registers, pretend phones)	Digital Literacy
Sequencing and Instructions	*Communication & Language* • **Nursery:** Responds to simple instructions. • **Reception:** Follows a sequence of instructions with more than one step. *Literacy*	• Follow daily routines (wash hands, tidy up, snack time) • Sequence story events with picture cards • Give instructions to peers during play • Program simple toys (Bee-Bots or similar)	Computer Science

	• **Reception:** Begins to sequence stories and events in order.		
Problem Solving and Logical Thinking	**EYFS Links:** *Mathematics* • **Nursery:** Notices patterns and solves simple problems. • **Reception:** Uses reasoning to solve problems, recognises patterns. *Personal, Social & Emotional Development* • **Nursery & Reception:** Learning to persist and solve problems independently or collaboratively.	Children develop logical thinking skills—essential for computing—through activities such as: • Completing puzzles and building blocks • Experimenting with cause-and-effect toys • Testing different ways to complete a task or game	Computer Science
Patterns and Early Mathematics	*Mathematics*	Recognising and creating patterns is a key computing skill. In Nursery and Reception, children engage in:	Computer Science

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	• **Nursery:** Begins to sort and match objects, notices simple patterns. • **Reception:** Describes, extends, and creates repeating patterns.	• Sorting objects by colour, size, or shape • Counting, matching, and comparing • Making repeating patterns with objects or actions	
Early Programming Through Play	*Understanding the World – Technology* • **Nursery:** Explores how things work. • **Reception:** Uses ICT equipment to support learning and can give simple instructions to digital toys.	Young children explore programming concepts through: • Giving step-by-step instructions to toys (Bee-Bots, remote-controlled cars) • Planning routes or sequences in construction and imaginative play • Correcting mistakes ("debugging") when the toy doesn't do what was expected	Digital Literacy Computer Science
Digital Creativity	*Expressive Arts & Design* • **Nursery:** Explores a variety of media and materials. • **Reception:** Uses a range of materials and technology to express ideas.	Computing in Nursery and Reception is also about using technology to create and communicate. Examples include: • Taking photos or recording videos • Drawing and painting using apps or interactive screens • Creating simple digital stories	Information Technology

	Communication & Language • **Reception:** Uses digital tools to share stories and ideas.		