Early Years and Computing

Despite computing not being explicitly mentioned within the Early Years Foundation Stage (EYFS) statutory framework, which focuses on the learning and development of children from birth to age five, there are many opportunities for young children to use technology to solve problems and produce creative outcomes. In particular, many areas of the framework provide opportunities for pupils to develop their ability to **use computational thinking** effectively, such as through undertaking projects involving the concepts and approaches suggested by Computing at School's (CAS) Barefoot Computing resources.

Concepts

Approaches

The September 2020 release of Development Matters (pg. 9) outlines how effective teaching and learning gives children the opportunity to play and explore (**tinker, decomposition, logic**), participate in active learning **(collaborate)** and create and think critically (**decomposition, logic and abstraction)**

Taking part in a variety of tasks with digital devices, such as moving a Bee Bot around a classroom, gives EYFS children the perfect foundations to be built upon in key stage one (KS1 - ages 5 - 7 years). By tinkering with digital devices and undertaking problem solving activities, children arrive at KS1 in readiness for the National Computing Curriculum and are they are more likely to succeed when undertaking activities linked to the next stage in their learning.

Online Safety

At Bound Green we believe that our children have the right to enjoy childhood online, to access safe online spaces, and to benefit from all the opportunities that a connected world

can bring to them, appropriate to their age and stage. To ensure that our children become fully aware of how to live knowledgeably, responsibly and safely in a digital world we start teaching the importance of online safety practices to our EYFS children.

To ensure that our teaching is at age appropriate levels and that the progression of learning is clear throughout the key stages we use the 'Education For a Connected World' framework (2020 edition) to guide our practice. This framework describes the knowledge, understanding and skills that children and young people should have the opportunity to develop at different ages and stages. It highlights what a child should know in terms of current online technology, its influence on behaviour and development, how to get support, and what skills they need to be able to navigate it safely.

The key areas of online safety covered within the framework are:

1. Self-image and Identity 2. Online relationships 3. Online reputation 4. Online bullying 5. Managing online information 6. Health, wellbeing and lifestyle 7. Privacy and security 8. Copyright and ownership

To assist our teaching and learning we use recognised resources, videos and stories supplied by COEP 'Think you know', 'NSPCC' and 'Childnet' organisations.