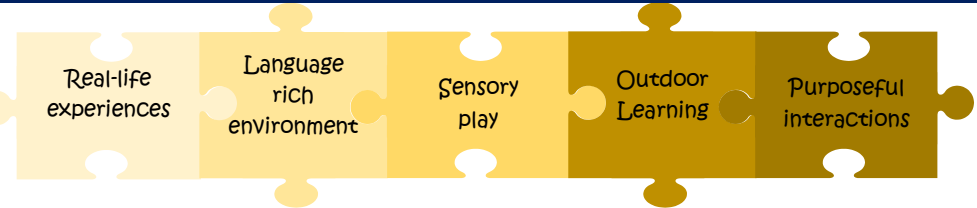


# EYFS Curriculum Links



## What does Computing look like in Early Years?



Within the revised EYFS curriculum, the 'Technology' strand has been removed from the 'Understanding the World' Early Learning Goal and has not been replaced with any updated guidance. However, at St Aloysius, we recognise that computing and technology are still vitally important subjects to teach to our youngest children. When it comes to Early Years, teaching computing extends beyond document typing or coding – it involves the introduction of resources that promote the development of listening skills, curiosity, creativity and problem-solving abilities.

We live in a technological world and there is no escape from the reality that technology is integrated into the lives of our children. Just as we ensure the children in our care are ready for the adult world by teaching them maths and literacy, it is our duty to ensure that they experience computing and essential e-safety skills.

In both Nursery and Reception, children have a home/school journal which facilitates conversation about what has happened in their own lives. They are encouraged and supported to recognise and talk about different types of technology they use at home. Parents are sent questionnaires to complete to identify the different types of IT equipment their children are exposed to whilst at home. In school they are supported to choose different types of technology for different purposes within the provision.

As they progress into KS1 and beyond, childrens' understanding of computing is developed through a rich curriculum comprising of three strands:

- *Computer Science*
- *Information Technology*
- *Digital Literacy*

Our high-quality computing education equips our pupils to use computational thinking and creativity to understand the change of the world. It ensures that our children become digitally literate – are able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.