The Foundation of Our Learning: Early Computing



Before starting the national curriculum in Year 1, pupils learn through the Early Years Statutory Framework. This document is structured differently to the national curriculum, as it is organised across seven areas of learning, instead of discrete subjects. The seven areas of learning are:

- communication and language.
- personal, social and emotional development.
- physical development.
- literacy.
- mathematics.
- understanding the world.

Computing knowledge and skills are specifically found in the areas of:

- personal, social and emotional development.
- physical development.
- understanding the world.
- expressive arts and design.

This foundational learning supports all pupils at Alveley, particularly those from disadvantaged backgrounds, in developing the knowledge and skills to support their **computing** learning as they move to Year 1.

The table below outlines the most relevant statements taken from the EYFS statutory framework and the Development Matters (a document that supports the framework).

Nursery

Personal, Social and Emotional Development	· Remember rules without needing an adult to remind them.
Physical Development	 Match their developing physical skills to tasks and activities in the setting.
Understanding the World	· Explore how things work.

Reception

Personal, Social and Emotional Development	 Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: sensible amounts of 'screen time'. 	
Physical Development	 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. 	
Expressive Arts and Design	• Explore, use and refine a variety of artistic effects to express their ideas and feelings.	

Early Learning Goals

Personal, social and emotional development.	Managing Self	 Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.
Expressive Arts and Design	Creating with Materials	 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.