Computing in the EYFS curriculum	How this is achieved in EYFS	How the learning in EYFS progresses into KS1
Even though the 'Technology' strand has been removed from the 2021 EYFS Framework, we at Holy Trinity believe that computing and technology are still vitally important subjects to deliver to our Reception children. Our curriculum ensures that children enter Year 1 with a strong foundation of knowledge, and that children develop listening skills, problem-solving abilities and thoughtful questioning – as well as improving subject skills across the seven areas of learning. 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, we believe that we should also make sure that they are fluent in computer literacy and all-important e-safety.	• Autumn 2 Topic – Computing systems and networks: Using a computer. Learning about the main parts of a computer and how to use the keyboard and mouse. • Spring 2 Topic – Computing systems and networks: Exploring hardware. • Access to computers, iPads and other technology to play games, research and create artwork. • Children are able to use the interactive whiteboard to play games and create artwork. • There is a computing area within the EYFS classroom. This is available for pupils to access at all times during continuous provision. • Children use online drawing and art programmes.	• Y1 Autumn 1 Topic – Computing systems and networks: Improving mouse skills. Learning how to login and navigate around a computer, and developing mouse skills. • Y2 Autumn 1 Topic – Computing systems and networks: What is a computer? Exploring what a computer is by identifying and learning how inputs and outputs work. • Y1 Spring 1 Topic – Skills showcase. Developing keyboard and mouse skills through designing, building and testing. • Y2 Spring 1 Topic – Computing systems and networks: Word processing. Learning about word processing and how to stay safe online as well touch typing skills.
	• Spring 1 Topic – Programming 1: All about instructions. Learning to receive and give instructions. • Summer 1 Topic – Programming 2: Programming bee-bots. Learning about directions, programming a Bee-bot. • Role play area – using tills, phones, iPads, washing machines etc. • Different technological toys are available for the children to play with in continuous provision e.g. remote control cars, bee-bots, phones, clocks, cd players, stereos, voice recorders, torches, microphones, cameras.	• Y1 Autumn 2 Topic – Programming 1: Algorithms unplugged. Learning about algorithms, decomposition and debugging. • Y1 Spring 2 Topic – Programming 2: Programming bee-bots. Developing early programming skills using the bee-bot. • Y2 Autumn 2 Topic – Programming 1: Algorithms and debugging. Developing an understanding of; what algorithms are, how to program them and how they can be developed to be more efficient. • Y1 Spring 2 Topic – Programming 2: Programming ScratchJr. Explore what 'blocks' do, using the app 'ScratchJr,' by carrying out an informative cycle of predict > test > review.

		Using cameras and iPads to take photos and make observations in the outdoor area.	Y1 Summer 1 Topic – Creating media: Digital imagery. Learning to enhance photos using a range of editing tools as well as searching for and adding other images to projects. Y2 Summer 1 Topic – Creating media: Stop motion. Storyboarding and simple animation creation using cameras.
		Summer 2 Topic – Data handling: Introduction to data. Sorting and categorising data.	Y1 Summer 2 Topic – Data handling: Introduction to data. Learning what data is and the different ways that it can be represented. Y2 Summer 2 Topic – Data handling: International space station. Learning how data is collected, used and displayed.
		Talking about e-safety during circle time activities. Safer Internet Day.	Y1 online safety unit – 1 lesson per half term. How to stay safe when online; how to manage feelings and emotions when someone or something has upset us online; learning about the responsibility we have as online users; exploring the idea of a 'digital footprint'. Y2 online safety unit – 1 lesson per half term. What happens to information posted online; how to keep things private online; who we should ask before sharing online; describing different ways to ask for, give, or deny permission online.