

Learning in EYFS:

What Computing Subject Leaders Need to Know

The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. The aim of this document is to help subject leaders to understand how the skills taught across EYFS feed into national curriculum subjects.

This document demonstrates which early years outcomes are prerequisite skills for Computing within the national curriculum. The table below outlines the most relevant early years outcomes from Birth to three to ELG, brought together from different areas of the Early Years Foundation Stage, to match the programme of study for Computing.

The most relevant Early Years outcomes for Computing are taken from the following areas of learning:

- Creating with Materials
- Mathematics

COMPUTING			
Birth to 3 years	Mathematics		Notice patterns and arrange things in patterns.
3-4 years	Mathematics		Talk about and identifies the patterns around them. Extend and create ABAB patterns Notice and correct a repeating pattern Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then..'
Reception	Mathematics		Continue, copy and create repeating patterns.
	Expressive Arts and Design		Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively sharing ideas, resources and skills.
ELG	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. Share their creations, explaining the process they have used.