

Computing Knowledge and Skills EYFS

By the end of EYFS the children should be able to:

Programming and Physical Computing

- control the movement of a programmable toy and fix simple errors by debugging.
- represent data through physical pictograms and explore branch databases through physical games.
- engage safely with different types of technology, including digital games, to have fun, learn and complete tasks.
- make creations using letters, sounds and pictures by using technology.
- select and use the camera function independently on an iPad to take photographs of meaningful creations or moments.
- explore, read and retell digital stories.

Digital Citizenship

- recognise that a range of technology is used for different purposes and use digital video cameras, audio recorders or microphones and audio recording software safely.
- know that you should tell a trusted adult if you feel unsafe or worried online or if material is concerning.
- know that people you do not know on the internet (online) are strangers and are not always who they say they are.
- know that to stay safe online it is important to keep personal information safe.
- understand the safety and suitability (content and certificate ratings) of films and games.