

# Computing in EYFS



The EYFS framework is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas. .

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 30-50 months 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:

- Understanding the World

Computing			
30-50 Months	Understanding the World	Technology	<ul style="list-style-type: none"> <li>• To know how to operate simple equipment.</li> <li>• To show an interest in technological toys with knobs or pulleys, or real objects.</li> <li>• To show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.</li> <li>• To know that information can be retrieved from computers.</li> </ul>
40-60 Months	Understanding the World	Technology	<ul style="list-style-type: none"> <li>• To complete a simple program on a computer.</li> <li>• To interact with age appropriate computer software.</li> </ul>
ELG	Understanding the World	Technology	<ul style="list-style-type: none"> <li>• To recognise that a range of technology is used in places such as homes and schools. To select and use technology for particular purposes.</li> </ul>