

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. These areas are Communication and Language, Personal, Social and Emotional Development (PSED), Physical Development, Mathematics, Literacy, Understanding the World and Expressive Art and Design. These seven areas of learning are further divided into Early Learning Goals (ELG's). ELG's are the targets that the children are expected to achieve at the end of their reception year.

The seven areas of learning are divided as follows:

Area of Learning	Early Learning Goals (ELG's)	
Communication and Language	Listening, Attention and Understanding	
	Speaking	
Personal, Social and Emotional Development (PSED)	Self-Regulation	
	Managing Self	
	Building Relationships	
Physical Development	Gross Motor Skills	
	Fine Motor Skills	
Mathematics	Number	
	Numerical Patterns	
Literacy	Reading	Comprehension
		Word Reading
	Writing	
Understanding the World	Past & Present	
	People, Culture and Communities	
	The Natural World	
Expressive Art and Design.	Creating with Materials	
	Being Imaginative and Expressive	

As a subject leader, it is important to note how the different skills taught across the seven areas of learning feed into national curriculum subjects.

These statements from the 2020 Development Matters are prerequisite skills for Computing within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for Computing.

The most relevant statements for Computing are taken from the following areas of learning:

- Personal, Social and Emotional Development
- Physical Development
- Understanding the World
- Expressive Arts and Design.

Computing			
Three and Four Year Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Remember rules without needing an adult to remind them.
	Physical Development		<ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting.
	Understanding the World		<ul style="list-style-type: none"> Explore how things work.
Reception	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: <ul style="list-style-type: none"> - sensible amounts of 'screen time'.
	Physical Development		<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	Expressive Arts and Design		<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings.
Early Learning Goal (ELG)	Personal, Social and Emotional Development	Managing Self	<ul style="list-style-type: none"> 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	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.