# Computing in Foundation Stage

The EYFS framework is structured very differently to the National Curriculum as it is organised across seven areas of learning and development rather than subject areas. This document shows how the skills taught across EYFS feed into National Curriculum subjects. This document demonstrates which 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 Foundation Stage to match the programme of study for Computing.

		Three and Four Year Olds	Foundation Stage	Early Learning Goals
Areas of Learning and Development	**Personal, Social and Emotional Development**	• Remember rules without needing an adult to remind them.	• Show resilience and perseverance in the face of a challenge. • Know and talk about the different factors that support their overall health and wellbeing: - sensible amounts of 'screen time'.	**Managing Self** • 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.
	Physical Development	• Match their developing physical skills to tasks and activities in the setting.	• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.	
	Understanding the World	• Explore how things work.		
	Expressive Arts and Design		• Explore, use and refine a variety of artistic effects	**Creating with Materials**

			to express their ideas and feelings.	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
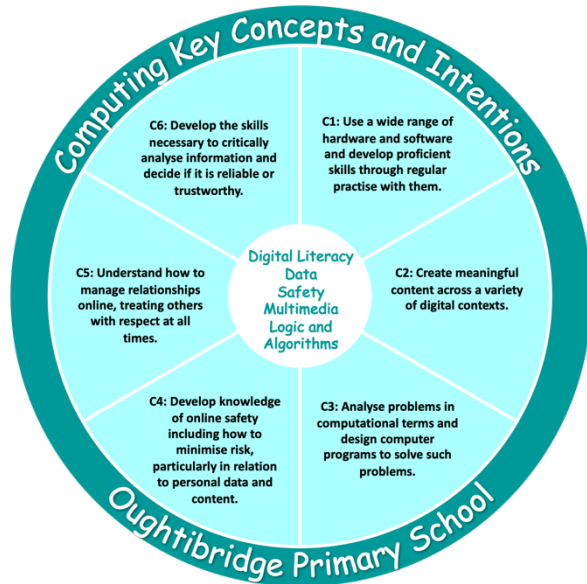
Digital Literacy - How can we use information technology to find, store, use and share content?

Data - How is information stored, organised and shared across computer systems and devices?

Safety – What steps do we need to take to keep ourselves (and our data) safe?

Multimedia– How can we present information effectively?

Logic and Algorithms - What processes or sets of rules, need to be followed in order to solve a problem or complete a task?