

Foundations in Computing

The Statutory Framework for the Early Years Foundation Stage is organised across seven areas of learning and development rather than specific subject areas.

The table below identifies the statements taken from the Statutory Framework for EYFS 2021 and *Development Matters* which are foundation skills for Computing within the National Curriculum.

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

Children have the opportunity to develop foundation skills in Computing as part of the daily continuous provision and focussed sessions in our EYFS provision.

Three and	Personal, Social and	I Emotional	•	Remember rules without needing an
Four-	Development			adult to remind them.
Year-Olds	Physical Developme	ent	•	Match their developing physical skills to
				tasks and activities in the setting.
	Understanding the World		•	Explore how things work.
Reception	Personal, Social and Emotional		•	Show resilience and perseverance in
	Development			the face of a challenge.
			•	Know and talk about the different
				factors that support their overall health
				and wellbeing:
			•	-sensible amounts of 'screen time'.
	Physical Development		•	Develop their small motor skills so that
				they can use a range of tools
				competently, safely and confidently.
	Expressive Arts and Design		•	Explore, use and refine a variety of
	•			artistic effects to express their ideas
				and feelings.
ELG	Personal, Social	Managing Self	•	Be confident to try new activities and
	and Emotional	0 0		show independence, resilience and
	Development			perseverance in the face of challenge.
			•	Explain the reasons for rules, know
				right from wrong and try to behave
				accordingly.
	Expressive Arts	Creating	•	Safely use and explore a variety of
	and Design	with Materials		materials, tools and techniques,
	and Design	with Materials		• •
				experimenting with colour, design,
				texture, form and function