EYFS Computing Curriculum										
At the end of each year pupils will:	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2				
Topic Theme	Marvellous Me	Wonderful World	Winter Wonderland	Once Upon A Time	The Great Outdoors	Off We Go				
Topic Theme  Be able to do (Computational Thinking Skills)	Awesome Autumn- Garlands Galore: Creating Pattern Logic  Awesome Autumn- Leaf Labyrinth: Logic Algorithms Decomposition Creating  Awesome Autumn- Pumpkin Soup:	Wonderful World  Winter Warmers- Feed the Birds: Algorithms Decomposition Creating Collaboration  Winter Warmers- Scarves for Snowmen: Creating Pattern Logic	Winter Wonderland  Winter Warmer- Let's make an Igloo: Logic Tinkering Decomposition Collaboration Persevering  Online Safety Day	Once Upon A Time  Springtime- Junk Scarecrows: Abstraction Tinkering Creating Collaboration  Springtime- Rabbit Run: Algorithms Persevering Collaboration	The Great Outdoors  Summer Fun- Colour Collections: Creating Pattern Persevering  Springtime- Seed Sequencing: Algorithms Decomposition Collaboration	Off We Go  Summer Fun- Journeys: Logic Algorithms creating Collaborating Tinkering  Summer Fun- Seaside Tangrams: Tinkering Debugging Creating Persevering				
Link to EYFS Curriculum	Algorithms Decomposition Collaborating  ELG- Creating With Materials To Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function  ELG- Fine Motor Skills To Use a range of small tools, including scissors, paint brushes and cutlery  ELG- Building Relationships	ELG- Building Relationships To work and play cooperatively and take turns with others  ELG- Fine Motor Skills To Use a range of small tools, including scissors, paint brushes and cutlery  ELG- The Natural World To understand some important processes and changes in the natural world around them, including the	ELG- The Natural World To understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.  ELG- Building Relationships To work and play cooperatively and take turns with others  ELG- Fine Motor Skills To Use a range of small tools, including scissors,	ELG- Building Relationships To work and play cooperatively and take turns with others  ELG- The Natural World To understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.  ELG- Creating With Materials To Safely use and explore a variety of	ELG- Building Relationships To work and play cooperatively and take turns with others  ELG- The Natural World To understand some important processes and changes in the natural world around them, including the seasons and changing states of matter.	Playing and Exploring To bring their own interests and fascinations into early years settings. Respond to new experiences that you bring to their attention  Communication and Language To describe events in some detail. To use talk to help work out problems and organise thinking and activities, and to explain how things				

To work and play cooperatively and take turns with others

#### **ELG- Gross Motor Skills**

Negotiate space and obstacles safely, with consideration for themselves and others

#### **ELG- Managing Self**

To manage their own basic hygiene and personal needs, including dressing, going to the toilet and understanding the importance of healthy food choices

### **Active Learning**

To respond to new experiences that you bring to their attention

# Creating and Thinking Critically

To review their progress as they try to achieve a goal. Check how well they are doing

#### **Mathematics**

To continue, copy and create repeating patterns.

## Understanding the World

To explore the natural world around them.

seasons and changing states of matter.

### ELG- Creating With Materials

To Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

#### **ELG-Speaking**

To participate in small group, class and one-toone discussions, offering their own ideas, using recently introduced vocabulary;

# Understanding the World

To understand the effect of changing seasons on the natural world around them.

### **Active Learning**

To respond to new experiences that you bring to their attention

# Creating and Thinking Critically

To review their progress as they try to achieve a goal. Check how well they are doing

paint brushes and cutlery

### Understanding the World

To understand the effect of changing seasons on the natural world around them To recognise some environments that are different to the one in which they live.

materials, tools and techniques, experimenting with colour, design, texture, form and function To share their creations, explaining the process they have used

# Creating and Thinking Critically

To review their progress as they try to achieve a goal. Check how well they are doing

#### **Active Learning**

To respond to new experiences that you bring to their attention

## Understanding the World

To understand the effect of changing seasons on the natural world around them

# Expressive Arts and Design

To create collaboratively, sharing ideas, resources and skills

# Understanding the World

To understand the effect of changing seasons on the natural world around them

### **Active Learning**

To bring their own interests and fascinations into early years settings. Respond to new experiences that you bring to their attention.

## Creating and Thinking Critically

To help children to extend their ideas through sustained discussion that goes beyond what they, and you, have noticed

## Communication and Language

To use talk to help work out problems and organise thinking and activities, and to explain how things work and why they might happen

#### **Mathematics**

To count objects, actions and sounds.
To compare numbers.

work and why they might happen

### Expressive Arts and Design

To provide opportunities to work together to develop and realise creative ideas

#### **Active Learning**

To begin to correct mistakes themselves

## Creating and Thinking Critically

To help children to extend their ideas through sustained discussion that goes beyond what they, and you, have noticed

### Understanding the World

To explore the natural world around them

#### Mathematics

To select, rotate and manipulate shapes to develop spatial reasoning skills

	I = 1	I		I		1
	To understand the	Mathematics				
	effect of changing	To continue, copy and				
	seasons on the natural	create repeating				
	world around them	patterns.				
	Playing and Exploring					
	Make independent					
	choices.					
Understand this	Awesome Autumn-	Winter Warmers- Feed	Winter Warmers- Let's	Springtime- Junk	Springtime- Seed	Summer Fun- Journeys:
Vocabulary	Garlands Galore:	the Birds:	Make an Igloo:	Scarecrows:	Sequencing:	<u>Journey</u>
r combana. y	Sequence	Sequence	Material	Features	Instructions	Instructions
	Pattern	Instructions	Decompose	Common	Sequence	Sequence
		Debugging		Materials	Order	Maps
	Awesome Autumn- Leaf					Debugging
	<u>Labyrinth</u> :				Summer Fun- Colour	
	Sequence	Winter Warmers-		<u>Springtime – Rabbit</u>	Collections:	Summer Fun- Seaside
	Forwards	Scarves for Snowmen:		Run:	Environment	<u>Tangrams</u> :
	Backwards	Patterns		Sequence	Pictograms	2D Shapes
	Quickest	Repeat		Instructions	Pattern	Debugging
	Path	Same		Forwards	More	Rotating
	Instructions	Different		Backwards	Less	
		Predict		Debug	Value	
	Awesome Autumn-			Route		
	Pumpkin Soup:					
	Sequence					
	Instructions					