



What does Computing look like in Early Years at St Michael's Nursery and Infant School?

The Early Years Foundation Stage Curriculum allows for flexible planning to respond to current events in the setting as well as the interests to the children. 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 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.

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

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

DT		
Birth to Three	Physical Development	• Develop manipulation and control.
	Mathematics	• Develop counting-like behaviour, such as making sounds, pointing or saying some numbers in sequence • Count in everyday contexts, sometimes skipping numbers - '1-2-3-5' • Notice patterns and arrange things in patterns.
Three and Four-Year-Olds	Personal, Social and Emotional Development	• Remember rules without needing an adult to remind them.
	Physical Development	• Match their developing physical skills to tasks and activities in the setting.
	Mathematics	• Solve real world mathematical problems with numbers up to 5. • Discuss routes and locations, using words like 'in front of' and 'behind'. • Notice and correct an error in a repeating pattern. • Begin to describe a sequence of events, real or fictional, using words such as 'first', 'then'.
	Understanding the World	• 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: -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.
	Mathematics		<ul style="list-style-type: none"> • Count objects, actions and sounds. • Link the number symbol (numeral) with its cardinal number value. • Select, rotate and manipulate shapes to develop spatial reasoning skills. • Continue, copy and create repeating patterns.
	Expressive Art and Design		<ul style="list-style-type: none"> • Explore, use and refine a variety of artistic effects to express their ideas and feelings.
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.