

# EYFS to KSI Bridging Document for Computing

EYFS Educational Programmes	How this is achieved in EYFS	KEY STAGE 1 Computing
<p>ELG Managing Self:</p> <ul style="list-style-type: none"> <li>❖ be confident to try new activities and show independence, resilience and perseverance in the face of challenge</li> <li>❖ explain the reasons for rules, know right from wrong and try to behave accordingly</li> </ul> <p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none"> <li>❖ know and talk about the different factors that support their overall health and wellbeing - sensible amounts of 'screen time'.</li> </ul> <p>Physical Development</p> <ul style="list-style-type: none"> <li>❖ match their developing physical skills to tasks and activities in the setting</li> <li>❖ develop their fine motor skills so that they can use a range of tools competently, safely and confidently</li> </ul> <p>Understanding the World</p> <ul style="list-style-type: none"> <li>❖ explore how things work.</li> </ul> <p>Expressive Arts and Design</p> <ul style="list-style-type: none"> <li>❖ explore, use and refine a variety of artistic effects to express their ideas and feelings</li> </ul>	<ul style="list-style-type: none"> <li>▪ exploring educational games through 'Purple Mash' (Mini Mash)</li> <li>▪ using ipads (taking pictures and video, exploring apps)</li> <li>▪ investigating coding (BeeBots)</li> <li>▪ exploring Interactive Whiteboard age-appropriate software (drawing programs, number/letter formation)</li> <li>▪ using IWB and iPad touchscreens in Continuous Provision</li> <li>▪ using PCs to develop mouse control skills</li> <li>▪ exploring 'Google Earth'</li> <li>▪ using 'Google' to find out information</li> <li>▪ investigating 'YouTube' video clips</li> <li>▪ E-Safety - how to deal with pop ups and who to go to if this happens</li> </ul>	<p>Aims - all pupils:</p> <ul style="list-style-type: none"> <li>❖ can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation</li> <li>❖ can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems</li> <li>❖ can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems</li> <li>❖ are responsible, competent, confident and creative users of information and communication technology</li> </ul> <p>Key Stage 1 - pupils should be taught to:</p> <ul style="list-style-type: none"> <li>❖ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</li> <li>❖ create and debug simple programs</li> <li>❖ use logical reasoning to predict the behaviour of simple programs</li> <li>❖ use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school</li> </ul>

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		<ul style="list-style-type: none"><li>❖ use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li></ul>
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