

COMPUTING: PROGRESSION OVERVIEW EYFS



	Computing with the EYFS seven areas for learning		
The Prime areas of learning			How can we use the technology resources we already have to enhance each of these areas? • The technology itself – PC, laptop, iPad, BeeBots, remote control devices etc. • What is the technology around us – in the home, café, vet, shops, garden centre etc. • Use technology to develop learning – games, radio, TV, you tube, internet • Using technology appropriately – taking turns, ownership of work
	EYFS Digital Citizenship Digital Literacy	EYFS Computer Science Digital Literacy	EYFS Computer Science Digital Literacy
Education for a	DL.EYFS.1 I can talk about my digital footprint DL.EYFS.2 I can recognise, online or offline, that anyone can say 'no' / 'please stop' / 'I'll tell' / 'I'll	CS.EYFS.1 I can name items we control in the everyday environment CS.EYFS.2 I can use every day technology	IT.EYFS.1 I can talk about how to use the internet as a way of finding information online

Connected World DL It focuses specifically on eight different aspects of online education: Self-image and Identity Online relationships Online reputation Online bullying Health, wellbeing and lifestyle. Education for a Connected World IT Managing online information Privacy and security Copyright and ownership	ask' to somebody who makes them feel sad, uncomfortable, embarrassed or upset DL.EYFS.3 I can recognise some ways in which the internet can be used to communicate DL.EYFS.4 I can give examples of how I (might) use technology to communicate with people I know DL.EYFS.5 I can identify ways that I can put information on the internet DL.EYFS.6 I can describe ways that some people can be unkind online DL.EYFS.7 I can offer examples of how this can make others feel DL.EYFS.8 I can identify rules that help keep us safe and healthy in and beyond the home when using technology DL.EYFS.9 I can give some simple examples of these rules	CS.EYFS.3 I can explore on screen activities – by clicking (cause and effect) CS.EYFS.4 I know that an algorithm is a set of instruction that can solve a problem CS.EYFS.5 create a simple algorithm for a BeeBot/Blue-Bots or remote control toy	IT.EYFS.2 I can identify devices I could use to access information on the internet IT.EYFS.3 I can identify some simple examples of my personal information (e.g. name, address, birthday, age, location) IT.EYFS.4 I can describe who would be trustworthy to share this information with; I can explain why they are trusted IT.EYFS.5 I know that work I create belongs to me IT.EYFS.6 I can name my work so that others know it belongs to me I can name the main parts of a computer and know what they are used for e.g. Mouse, Monitor, Printer, Keyboard, USB I can shut down a computer appropriately
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