Computing Learning Links in the EYFS

The EYFS framework, and our own EYFS curriculum, is structured very differently to the national curriculum as it is organised across seven areas of learning rather than subject areas.

Based on the statements from the 2020 Development Matters document, this document describes the skills that need to be developed in the EYFS for children to access 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 for Three and Four-Year-Olds and Reception to match the programme of study for Computing.

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

Computing			
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.
	Understanding the World		• Explore how things work.
Reception	**Personal, Social and Emotional Development**		• 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		• 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 and Emotional Development**	**Managing Self**	• 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**	• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

These are the building blocks that will enable the children to access the national curriculum programmes of study for Computing in Year 1.