Computing and EYFS Learning

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 EYFS statutory framework and the Development Matters (2020) age ranges for Three and Four-Year-Olds and Reception to match the programme of study for computing. These are met through our two-year rolling curriculum which explores them through continuous provision, adult-led and child-initiated activities.

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.
ELGs	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.