



## Progression of skills in Computing - EYFS

Range 4	Range 5	Range 6	ELG
<ul style="list-style-type: none"> <li>• Seeks to acquire basic skills in turning on and operating some digital equipment</li> <li>• Operates mechanical toys e.g. turns the knob on a wind up toy</li> <li>• Plays with water to investigate 'low technology' such as washing or cleaning</li> <li>• Uses pipes, funnels and other tools to carry/transport water from one place to another.</li> </ul>	<ul style="list-style-type: none"> <li>• Knows how to operate simple equipment e.g. turns on a CD player, remote control, can navigate touch screen technology</li> <li>• Shows an interest in technological toys with knobs or pulleys, real objects such as cameras and touch screen devices such as tablets</li> <li>• Knows information can be retrieved from digital devices and the internet</li> <li>• Plays with a range of materials to learn cause and effect</li> </ul>	<ul style="list-style-type: none"> <li>• Completes a simple program on electronic devices</li> <li>• Uses ICT hardware to interact with age-appropriate software</li> <li>• Can create content such as video recording, stories and/or draw a picture on screen</li> <li>• Develops digital literacy skills by being able to access, understand and interact with a range of technologies</li> <li>• Can use the internet with adult supervision to find and retrieve information that interests them</li> </ul>	<p><b>None</b></p> <p>Children require access to a range of technologies, both digital and non-digital in their early lives. Exploring with different technologies through play provides opportunities to develop skills that children will go on to develop in their lifetimes. Investigations, scientific enquiry and exploration are essential components of learning about with technology both digitally and in the natural world. Through technology children have additional opportunities to learn across all areas in both formal and informal ways. Technologies should be seen as a tool to learn both from and with, in order to integrate technology effectively within early practice.</p>