

Computing EYFS		
Area of learning	Nursery to Reception	Early Learning Goals
Personal, Social and Emotional Development	<ul style="list-style-type: none"> • Show resilience and perseverance in the face of a challenge • Know and talk about the different facts that support their overall health and wellbeing. Sensible amounts of 'screen time' 	<ul style="list-style-type: none"> • 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.
Physical Development	<ul style="list-style-type: none"> • Develop their small motor skills so that they can use a range of tools competently, safely and confidently. 	
Expressive Arts and Design	<ul style="list-style-type: none"> • Explore, use and refine a variety of artistic effects to express their ideas and feelings. 	<ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Possible activities, themes and topics		
<ul style="list-style-type: none"> • Access to Purple Mash, Tux Paint- linked to theme/topic • Beebots/ code a pillar • Games on IWB • Watching short videos linked to topic • Using story phones • Taking pictures of cameras • iPad – research, photo and games. 		