

The Foundations of Computing



At the John Henry Newman Academy we understand that the Early Years Foundation Stage (EYFS) is structured very differently to the national curriculum as it is organised across 7 areas of learning, rather than discrete subjects.

Each subject leader endeavours to make sure their subject meets the need of every child in the school, from Nursery to Year 6. Therefore, this document shows which statements and areas from the '2020 Development Matters' are essential knowledge and skills for Computing in The National Curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals (ELG) in the EYFS statutory framework, the Development Matters age ranges for the Three and Four-Year-Olds and Reception as well as any relevant texts outlined to match the programme of study for Computing.

Computing			
Programme of Study	EYFS Area		Statements
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		Explaining how things work.
Reception	Personal, Social and Emotional Development		- Show resilience and perseverance in the face of a challenge. - Know and talk about 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 their independence, resilience and perseverance in the face of a 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.