

Church Aston Infant School EYFS Computing Overview

What does computational thinking look like in our EYFS setting?

There are many opportunities to introduce the building blocks of computational thinking in EYFS. For example, pupils can think about the steps involved in getting dressed for winter, decomposing the overall task into constituent tasks, and then sequencing the instructions (writing an algorithm).

Pupils can decompose simple problems and create simple sequences of instructions (algorithms) – perhaps explaining the steps to grow a plant from seed. They may be able to label the parts of a flower diagram (also decomposition), and to check with a partner if their work is correct (collaborating, debugging and evaluation).

Pupils demonstrate increasing levels of computational thinking as their cognitive ability develops. They can decompose to a more detailed level, design more-complex algorithms, spot patterns and more easily use abstraction, for example in creating crystal flowers and simulations. Computational-thinking approaches become more familiar as pupils persevere in debugging problems and collaborate with each other.

Taken from 'Barefoot computing, concept approaches' <https://www.barefootcomputing.org/earlyyears>

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
<p><i>Computing systems</i> Tinkering</p> <ul style="list-style-type: none"> name the devices we have in school (iPad) how do we use technology in our everyday lives 	<p><i>Creating media</i> Creating</p> <ul style="list-style-type: none"> take and delete photos draw on an ipad using an app 	<p><i>Programming</i> Collaboration and persevering</p> <ul style="list-style-type: none"> Following instructions Create instructions 	<p><i>Data and information</i> Pattern and persevere</p> <ul style="list-style-type: none"> Use the internet to safely research information Collect information to present in a graph 	<p><i>Creating media</i> Creating and persevering</p> <ul style="list-style-type: none"> Recognise the letters on a keyboard Further develop my drawing skills using a mouse 	<p><i>Programming</i> Collaboration, persevering, and tinkering</p> <ul style="list-style-type: none"> Use apps to input instructions (Scratch jr)

