



Ashleigh Primary School and Nursery Computing in EYFS

Phase	Development Area		Target	How We Do It
Three and Four-Year-Olds	Personal, Social and Emotional Development		<ul style="list-style-type: none"> Remember rules without needing an adult to remind them. 	<ul style="list-style-type: none"> Reminders of rules and expectations every day Ashleigh 3 Reminders Ashleigh STARS Rules about resources and expectations about technology in particular Teaching of 2 and 3 step instructions Talking tins used for instructions
	Physical Development		<ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting. 	<ul style="list-style-type: none"> iPads for fine motor skills Problem solving in everyday activities Technology used for various purposes e.g. digital cameras, iPads, walkie talkies, etc. Role play props used including monitors, phones, keyboards, mice, etc.
	Understanding the World		<ul style="list-style-type: none"> Explore how things work. 	<ul style="list-style-type: none"> Everyday exploration Technology used, including Bee Bots, Code-A-Pillar, iPads, walkie talkies, light boards, etc. Interactive whiteboard used for various exploration.
Reception	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 factors that support their overall health and wellbeing: sensible amounts of 'screen time'. 	<ul style="list-style-type: none"> Everyday encouragement and support Ashleigh Values used to reinforcement PSHE curriculum to cover the use of technology and 'screen time'
	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. 	<ul style="list-style-type: none"> iPads, cameras, etc. used to develop motor skills Non-technological activities used Motor skills intervention used (Funky Fingers)
	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"> Light boxes used daily to explore Creative activities done daily not using technology Drawing games on iPads, pens on Bee Bots, etc.
ELG	Personal, Social and Emotional Development	Managing Self	<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. 	<ul style="list-style-type: none"> Ashleigh Values Small group work using technology PSHE curriculum Adult modelling this behaviour consistently Three Reminders Ashleigh STARS
	Expressive Arts and Design	Creating with Materials	<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. 	<ul style="list-style-type: none"> Technology used including iPads, Bee Bots, Code-A-Pillar, walkie talkies, Etch-A-Sketch, etc.