EYFS LEARNING IN COMPUTING KNOWLEDGE ORGANISER

Overview

Computing

-In Computing, we learn about computers and modern technology, and how we use them.

-Computers and technology are a part of our everyday life, and so it is really important that we are confident with them.

-Computing is also important because it teaches us to solve problems and come up with new ideas.

Almost all of the early Computing learning can be found in 'Understanding the World', one of the 7 EYFS learning areas.

Understanding the World

	Technology in the Classroom Sub-Area: Technology	-When we are in school, technology is all around us! -Explore the items below, and think about: -What does this do? How does it work? What happens when I press...? What can I use this for? Laptop Whiteboard Tablet Electronic Toys Calculator Camera Bee-Bot Voice Recorder
	Technology at Home Sub-Area: Technology	-Technology is also all around us at home! -Using the same questions, explore these devices (safely and with the help of an adult): Phone Television Hoover Toys Music Player DVD Player Thermostat
	Online Safety	-If you are going online, remember TAG ('Tell a Grownup') first. -Too much screentime is not good for us. -We can use apps like 'Youtube Kids', 'CBeebies' and 'Kiddle' to make sure we get online things for kids.

Understanding the World (cont.)

Hardware - Sub-Area: Technology
-Hardware is the name for the parts of a computer that we can see and touch. Hardware helps us to work computers. Examples of hardware include the mouse, keyboard, memory stick and monitor.

Programs - Sub-Area: Technology
-A computer program makes a computer do different things.
-Computer programs give computers instructions.
-Examples include video games, Word, PowerPoint and your internet explorer (e.g. Google).

Recording and Playback Devices - Sub-Area: Technology
-Recording devices capture moments and sounds, which can then be played back. Examples include video cameras and voice recorders.
-Playback devices allow us to hear music after it is played. Examples include CD and DVD players, computers, televisions and smart phones/ tablets.
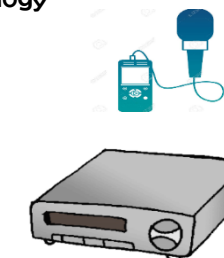
Key Vocabulary

Computer

Technology

Keyboard
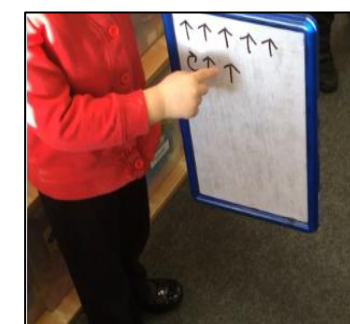
Camera

Toy

Recording

Mouse

Program

Hardware

Coding

Basic Coding

-Coding is when we give instructions to a computer to do a task.

-When coding we have to use a language that the computer can understand. This is called code.

-We can use coding to get Beebots to do basic tasks (e.g. move forwards, backwards or to the side).

-We can also use Human Beebots (our friends!) and make up codes for them to follow!

Health and Safety

Make sure an adult is with you when you use technology. | Only adults should handle switches, wires and batteries. | Keep food and drinks away from computers. | Make sure that you are seated properly when using a computer. | Make sure that adults can always see your screen. | Do not talk to strangers when online. | Keep computers away from table edges.