

Computing 2020-21 EYFS	Autumn 1 & 2	Spring 1 & 2	Summer 1 & 2
	<p>People who help us: Show resilience and perseverance in the face of a challenge - Turning on and logging on to a computer. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time' Using</p>	<p>Once upon a time Show resilience and perseverance in the face of a challenge Use numbots to develop early mathematical learning.</p>	<p>Expressive Arts and Design Explore, use and refine a variety of artistic effects to express their ideas and feelings. Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use Kleki to paint simple pictures with only one layer</p>

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Communication and online collaboration	Use google docs to write a story. Use technology purposefully to create, manipulate and digital content Word processing – changing the font style, size and colour Paint programme – drawing pictures of themselves	Recognise common uses of information technology beyond school – Phonics and maths games (TTRS/Numbots) Learn how to play and teach a friend.	Use technology purposefully to create, store and retrieve digital content Kleki Paint programme – Drawing and retrieving work E- safety – using technology safely - don't share passwords		Use technology purposefully to organise, manipulate and retrieve digital content Paint programme – aliens. word processing – organising work and moving text boxes. Learning how to share work	Use technology purposefully to create, organise, store, manipulate and retrieve digital content Be able to log on to the computer and find a resource with greater independence

