

Early Years and Computing

Despite computing not being explicitly mentioned within the Early Years Foundation Stage (EYFS) statutory framework, which focuses on the learning and development of children from birth to age five, at Herrick we plan opportunities for young children to use digital devices and to use computational thinking.

We endeavour to plan for computing in the different areas of the EYFS curriculum	
Understanding the World	Role play area will have a range of technology, both functioning and model / broken devices, or a variety of electronic toys, as part of continuous provision. Further technology is included in conjunction with other activities, such as digital cameras for pupils to photograph their own learning.
Physical Development	Children are given opportunities to become familiar with a range of input devices, including the keyboard and mouse, in order to develop the required fine motor skills.
Communication and Language	Children are asked to give precise instructions verbally with links made to the importance of using the correct vocabulary, along with speaking clearly and precisely.
Personal, Social and Emotional Development	Voice recorders, or the microphone built into a tablet device, are used to record pupils' feelings and it also allows children to self-evaluate their own speaking.
Expressive Arts and Design	The use of painting and graphics applications is used to further develop pupils' creativity and imagination.

On-line Safety

We teach children about internet safety by:

- making them aware of what safe use of technology looks like
- choosing [educational apps and platforms](#) that help them to develop their skills
- having conversations and sharing advice with parents to encourage safe online use in the home