



## Computing:

### EYFS: Framework

<b>Aim: 'to develop a child's imagination, creativity and their ability to use media and materials'</b>	
<b><u>Early Learning Goals:</u> <i>Children at the expected level of development will:</i></b>	
<b>ELG: Mathematics – number patterns</b> <ul style="list-style-type: none"> <li>recognising the pattern of the counting system;</li> <li>Compare quantities up to 10 in different contexts, recognising when one quantity is greater than, less than or the same as the other quantity;</li> <li>Explore and represent patterns within numbers up to 10, including evens and odds, double facts and how quantities can be distributed equally.</li> </ul>	
<b>ELG: Understanding the World</b> <ul style="list-style-type: none"> <li>Know some similarities and differences between things in the past and now,</li> </ul>	
<b>ELG: Physical development</b> <ul style="list-style-type: none"> <li>Use a range of small tools, including scissors, paint brushes and cutlery (typing and iPad)</li> <li>Begin to show accuracy when manipulating an electronic device (iPad, interactive whiteboard)</li> </ul>	

### KS1: Computing

	Autumn		Spring	Summer
	<i>Transition</i>	Computing systems and network	Creating Media – digital photography	Data and Information – sorting data
Year 1				
Year 2	Creating Media – digital painting		Data and Information - sorting and grouping data	Programming – designing animations