LEARN AND BELIEVE, ASPIRE AND ACHIEVE
LANE END PRIMARY SCHOOL

ICT in the EYFS at Lane End Primary School

EYFS links to the whole school ICT curriculum

The EYFS is it's own distinct key stage and has it's own curriculum, tailored to meet the needs, interests and fascinations of our youngest learners at Lane End Primary School. The aims of the curriculum are to foster the development and progress of our children, in line with the guiding principles of the Early Years Foundation stage, in readiness for the next curriculum stage. Consideration has been made of the key knowledge and skills that our children will develop within their ICT curriculum in both Nursery and Reception. To ensure that our children are ready to access National Curriculum content in Year 1, links are made between the EYFS areas of learning and National curriculum subjects, so the whole school curriculum is progressive from the very start that pupils join our school.

Our EYFS curriculum has been built to reflect the context of the school, pupils and community in which we live. Although key skills and knowledge are planned for throughout the year; activities and experiences are also fluid, and responsive, based upon children's needs, interests and fascinations.

ICT is encompassed within the Understanding the world area of learning, as set out in the Early Years Foundation Stage.

Understanding the world involves guiding young children to make sense of their physical world and their community. The frequency and range of children's personal experiences increases their knowledge and sense of the world around them – from visiting parks, libraries and museums to meeting important members of society such as police officers, nurses and firefighters. In addition, listening to a broad selection of stories, non-fiction, rhymes and poems will foster their understanding of our culturally, socially, technologically and ecologically diverse world. As well as building important knowledge, this extends their familiarity with words that support understanding across domains. Enriching and widening children's vocabulary will support later reading comprehension.

Taken from the Statutory framework for the Early Years Foundation Stage.

As well as planned experiences to develop knowledge, skills and vocabulary, a wide range of stories and books are planned into our curriculum from the Lane End Diet of reading to support and enhance the understanding of ICT, including online safety.

Online safety

Online safety is taught in the EYFS as part of the whole school online safety week. Class circles are used to ascertain children's knowledge of the online world, apps and devices that they might use and how to keep themselves safe when navigating their devices.

How do we provide a foundation of technology skills and knowledge in Lane End EYFS ?

- To provide materials and technology to support children's interests and key knowledge
- Children have a selection of technology within their provision to support their play
- Children have access to
- Class circles to facilitate discussion around our technological world
- Apps to access that support and extend knowledge and skills
- Online safety week participation to understand how to be safe in an online world.

Other ICT knowledge and skills are built upon, 'in the moment' following children's interests and fascination within their chosen play.

What might this look like within the Early Years at Lane End?

- Creating for a purpose – taking pictures of their creations to support conversations
- Researching our interests and fascinations with an adult – understanding how we use internet search engines
- Bee -bots – navigating a programmable robot to work our way around maps
- Thinking about how technology has changed
- Stay and play session with parents linked to technology and changing world
- Listening to and selecting music from the boombox and the computer
- Working on the screen – drawing and mark making

- Using the lightbox to create
- Role playing with technology in the domestic role play areas (telephones etc)
- Using sound buttons to hear instructions and record their narratives / listen back to their sentneces for writing.
- Photograph our friends on non-uniform/ dress up day as part of a fashion show
- Remote controlled vehicles to enhance specific interests
- Direction games and instruction games as a start to programming and coding
- Technology at home activity for Tapestry
- Modelling the use of technology in day to day provision (eg internet search, webcam, apps such as zoom for communication)
- Use of technology for shadow puppets/ dark den provision etc
- Top 5 QR codes to watch at home