# Computing in Early Years

These are the early years outcomes which are prerequisite skills for computing within the national curriculum. The most relevant early years outcomes for computing are taken from the following areas of learning: Understanding the World Computing

**Nursery:**
- Know how to operate simple equipment
- Show an interest in technological toys with knobs or pulleys or real objects
- Show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movement or new images

**Reception Class:**
- Know that information can be retrieved from computers
- Complete a simple program on a computer
- Interact with age-appropriate computer software
- Know what is a sensible amount of screen time.

**Early Learning Goals (End of Reception):**
- Recognise that a range of technology is used in places such as homes and schools
- Select and use technology for particular purposes

**Ways computing is taught in Early Years:**
- **Play-based learning**: Children learn through play in a variety of contexts, including outdoor play. They can use programmable toys, walkie-talkies, and controllable traffic lights to gain confidence and language skills.
- **Real-world scenarios**: Children learn in scenarios based on real-world experiences, such as role play.
- **Simple programs**: Children learn basic skills for operating simple programs on a computer or tablet, such as drawing programs or math programs.
- **Problem-solving**: Children develop problem-solving abilities through activities like following instructions and working collaboratively.
- **Recording devices**: Children use recording devices to develop communication skills.
- **Cameras and iPads**: Children take photographs with cameras or iPads.
- **Electrical items**: Children interact with electrical items in role play areas, such as non-working telephones, mobile phones, and cameras.