



# Bentley Heath Church of England Primary School



## Computing EYFS to KS1 bridge

	ELG 2	How this is achieved in EYFS	→ Computing – KS1
Prime Area of Learning: Personal, Social and Emotional Development	<p><b>Managing Self</b></p> <p>Be confident to try new activities and show independence, resilience, and perseverance in the face of a challenge.</p> <p>Explain the reasons for rules, know right from wrong and try to behave accordingly,</p>	<ul style="list-style-type: none"> <li>• <u>Use of technology</u>: Use of iPads for creating, photography, and technology, as well as BeeBots and Interactive Whiteboard use.</li> <li>• <u>E-Safety</u>: what to do if there is something that upsets you, and focus within the E-Safety curriculum as part of E-Safety week.</li> <li>• <u>Playing and exploring</u> investigate, experience things, and 'have a go'</li> <li>• <u>Active learning</u>: concentrate, keep on trying if encountering difficulties, and enjoy achievements.</li> <li>• <u>Creating and thinking critically</u>: have their own ideas, make links between them, and develop strategies for doing things.</li> <li>• <u>Adult Interactions</u></li> <li>• Logical reasoning: What will happen if I do this? How do you know?</li> <li>• Algorithms: What do I need to do to solve this is there a better way?</li> <li>• Decomposition: Can we break this problem up? Could we each do different jobs to solve the problem?</li> <li>• Patterns: Have you solved something like this before?</li> <li>• Abstraction: What's the most important thing here? Maybe we can draw a picture of this?</li> <li>• Evaluation: What went well? Which way worked best?</li> <li>• What would you do differently next time?</li> </ul>	<ul style="list-style-type: none"> <li>• Understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions</li> <li>• Create and debug simple programs</li> <li>• Use logical reasoning to predict the behaviour of simple programs</li> <li>• Use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>• Recognise common uses of information technology beyond school</li> <li>• Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>
	<p><b>ELG 16</b></p> <p><b>Creating with Materials</b></p> <p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>		
Specific Area of Learning: Expressive Arts and Design			