Newport Infant School and Nursery Computing EYFS

Computing

At Newport Infant School and Nursery , we support the curriculum areas through computing and technology activities and experiences. This begins in the Acorn room where they will be able to explore ICT through role-play and mechanical toys.

Moving into Oaks we start to use the IWB to develop our computing skills and support all areas of the curriculum. We do this through using programs such as purple mash, games on cbeebies and mini mash.

In Reception, as well as using the IWB, we offer laptop access as part of our REACH time to support our maths, literacy and other areas of the curriculum. Below details the more specific, planned opportunities.

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Use google earth to explore houses in Newport and houses of our friends in our class. Purple mash – home Beebots – program beebot forward on Rosie's walk	Diwali Rangoli patterns – purple mash Elf yourself and write about a Christmas elf	Paint tools on purple mash – making dragon scales Make an animation of the great race	Program a beebot to go forward backwards, right and left through the jungle	Make a pirate map and program the beebot to go on the treasure hunt. Take a picture and place in a pirate – type a simple sentence	Animation on j2e – making a moving butterfly picture

We ensure we teach skills to enable children to continue their computing progress through Newport Infant School and Nursery. Please see the computing progression document.

We deliver online safety sessions every term.