Computing EYFS Bridging Document

	ELG'S	How this is achieved in EYFS	Links to Computing in KS1
Specific Area of Learning Understanding The World	Knows how to operate single equipment (e.g: Use a remote control, can navigate touch-capable technology with ease). Show an interest in technological toys with knobs and pulleys and real objects such as camera, torches and touch screen devices. Plays with a range of materials to learn cause and effect, (e.g: Make a string puppet using dowels and string to suspend the puppet). Can create content such as a video recording, stories and/or draw a picture on a screen. Develops digital literacy skills by being able to access, understand and interact with a range of technologies. Can use the internet with adult supervision to find and	The children are taught how to use the mouse and keyboard to access games to support their learning in other curriculum areas such as reading and maths. Children have weekly computing lessons to access games and activities to support learning. Children are taught how to use cameras to record and take photographs. Children will use programmable toys such as Beebots. Children will use an online world to interact with each other safely (Dojo Islands)	Being to understand what an algorithm is. Being to understand that 'debug' means to find and solve a problem. Create and debug simple algorithms. Use logical reasoning to predict the behaviour of simple algorithms. Use technology purposefully to create, organise, store, manipulate and retrieve information. Use digital devices to take photographs and upload own images onto the server. Present work using a range of text, photos and digital artwork. Recognise common uses of information technology beyond school. Use technology safely and respectfully and keeping personal information private. Identify where to go for help and support to keep digitally safe.

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	retrieve information of interest to them.		