

EYFS (Reception) — Computing Knowledge Organiser

Subject Specific Vocabulary

Sticky Knowledge

Technology Around Us

word	Simple definition
tinkering	Playing and exploring
Creating	Creating, checking, fixing things
Collaborating	Working and playing together
persevering	Not giving up
pattern	Comparing, grouping and working out the rules
logic	Anticipating and explaining
abstraction	Sticking to the main theme, ignoring what's not important
algorithms	Following instructions, sequencing and ordering
decomposition	Breaking problems into smaller steps

Computational thinking is a set of problem solving skills that we can use in everyday life. In the EYFS we can think about computational thinking using an 'unplugged approach' away from computers.

In Reception, the children will also have access to a range of technological devices to support their learning and to spark their interest and curiosity in technology in the world around them.

E-Safety

If we see anything online that makes us feel worried, scared or sad, we will TAG—Tell A Grown up.



Buttons on toys



Google Earth



Interactive whiteboards



Ipads



Beebots

