Opportunities to be considered when planning EYFS provision to develop key learning in Technology

Children should have the opportunities to:

Generic skills linked to IT
- Engage in a range of simple activities on screen to develop mouse control including click-and-drag, drag-and-drop, etc.
- Use the computer keyboard (desktop or laptop) to develop familiarity with letters, numbers, backspace (to delete), arrow keys and space bar.
- Use a keyboard on a computer (desktop or laptop) in to engage in play writing, (e.g. this could be in the role play area, writing area).
- Interact with a range of software to allow them to create, (e.g. pictures, drawings, images, etc).
- Print off text and images they have created on a computer.
- Use the interactive whiteboard for drawing, mark making and writing.
- Use different forms of electronic communication in free play, (e.g. mobile phones, hand-held devices, walkie-talkies, sound recording devices).
- Use video devices including the video function on an iPad/tablet to make simple recordings during specific activities and as part of activities within their play (e.g. a performance, a song, a physical activity, etc).
- Explore different ICT sources to find things out, using (e.g. Espresso, world wide web, Purple Mash, etc).
- Explore different forms that information can be accessed on a computer/tablet, (e.g. video, pictures, sound and text).
- Use a shortcut on a desk top/laptop or tablet to navigate to a specific website, to find a desired page using hyperlinks and navigation buttons.

Text and Digital Imagery
- Use simple tools on a paint program or interactive whiteboard software, to make marks including changing brushes, fill, colour, and stamps, to communicate their ideas.
- Explore changing text size, style and colour with appropriate simple software.
- Interact, explore and use multimedia equipment, including digital cameras, video cameras (including those on a tablet, (e.g. iPad, microscopes, webcams and visualisers) to capture still and moving images within their environment, both indoors and outdoors.
- Play back captured still or moving images, to become familiar with the control buttons, (e.g. using play, stop and pause).
- Interact with software on the computer/tablet to engage in activities to select objects and animate them.

Data Handling
- Collect and save information, (e.g. photographs, work, pictures or digital images, etc).
- Use a program (on a computer/tablet) to move object around the screen, make changes, save changes, revisit work/information at another time.
- Sort, classify, group and sequences objects on screen/interactive whiteboard using a computer program, or app, or (e.g. colours, fruit, shapes, objects of different sizes with opportunities to experience different ways of doing this).
- Explore programs/apps on the computer/tablet to produce simple charts (e.g. pictograms, bar charts, etc).