

Technology in Nursery



Computing in Nursery doesn't mean typing out a Word document or creating code. In fact, teaching technology in Nursery doesn't have to involve computer work at all! **Technology is about children understanding how things work. It is not about electronics but finding out how things work, cause and effect.** It might be using a magnifying glass or recognising that light switches can be turned on and off!

These are the most relevant statements taken from Development Matters 2021 that match the programme of study for computing.

Personal, Social and Emotional Development	Remember rules without needing an adult to remind them.
Physical Development	Match their developing physical skills to tasks and activities in the setting.
Physical Development	Explore how things work.



Before Nursery, I have had the opportunity to...

- ✓ group objects
- ✓ follow simple instructions
- ✓ give simple instructions
- ✓ created a piece of 'art'

Technology in Nursery can mean exploring and investigating:

- scales
- CD player
- clip on light/torch
- pasta press using playdough
- a light box
- potato peeler with soap
- magnifying glass
- microwave
- electric mixer
- exploring an old typewriter or other mechanical toys
- fairy lights
- construction activities
- opportunities to give instructions

the usage of devices should be carefully considered so that it has a purpose, this could include the need to tinker, or play, with a device, in order to discover how it functions.

Next step prompt questions

What happens when you press this button, turn this knob, pull this lever?
 Why are these objects in this group?
 Why is it important to do this first?
 What would you do to turn this device on?
 What does this item let you do?
 What causes this playdough to be squashed?
 What makes the light come on?

Key vocabulary

choice	technology
equipment	create
buttons	collect
share	count
on/off	organise

Book suggestions

[Chicken Clicking](#) (Online Safety Picture Books)
[Goldilocks](#) (A Hashtag Cautionary Tale): 1 (Online Safety Picture Books)
[Smartie the Penguin](#) – an online story for 3-7 year olds
[Cosmic machines](#)
[First Big Book of Why](#)
[Marvellous Machines](#)

