

Technology in Reception

Computing in Reception doesn't mean typing out a Word document or creating code. In fact, teaching technology in Reception 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.**

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

Personal, Social and Emotional Development	Show resilience and perseverance in the face of a challenge. Know and talk about the different factors that support their overall health and wellbeing: -sensible amounts of 'screen time'.
Physical Development	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
Expressive Arts and Design	Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Next step prompt questions

- How would you teach a friend to play this game?
- Where are the letters to spell your name on the keyboard?
- How would you use that tool safely?
- Why are these objects in this group?
- How would I take a photograph?
- How can you change this photograph? (using an app)
- Can you make a pattern like this?
- Why is it important to do this first?



Key vocabulary

device	technology	images
equipment	internet	paint
online	website	movement
share	mechanical	screen
offline	organise	mouse

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

- ✓ explore different objects
- ✓ investigate how things work
- ✓ use construction blocks to build
- ✓ use objects to create something new

Technology in Reception can mean exploring and investigating:

- taking a photograph with a camera or tablet
- searching for information on the internet
- playing games on the interactive whiteboard
- exploring an old typewriter or other mechanical toys
- directing a Beebot
- watching a video clip
- listening to music

* plus all the things on the Nursery KO

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.

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](#)