Knowledge Mat - Computer Science and Digital Literacy – EYFS

EYFS Framework

Computing should filter through all prime areas of learning. These are suggested learning experiences using a wide range of technology

I can …

CS.EYFS.1 name items we control in the everyday environment

CS.EYFS.2 use every day technology

CS.EYFS.3 explore on screen activities – by clicking (cause and effect)

CS.EYFS.4 I know that an algorithm is a set of instruction that can solve a problem

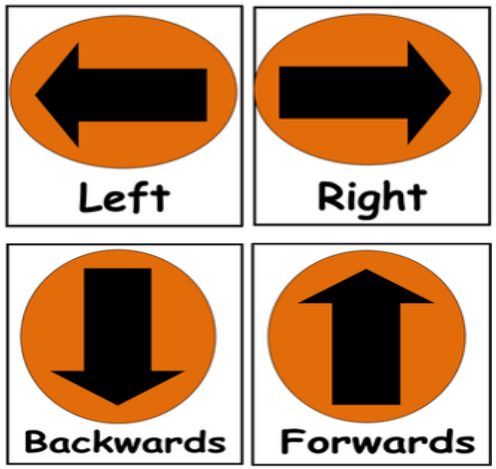
CS.EYFS.5 create a simple **algorithm** for a BeeBot/Blue-Bots or remote control toy

Technology Vocabulary

technology	helps us across all our learning
collaboration	working together
microchip	used to run computers and other devices
directional language	forward, backward, left, right
algorithm	a set of instructions in everyday language, e.g 'get ready for school', 'go out to play'
debugging	correcting mistakes when something doesn't work as expected

If the BeeBot went the wrong way can you debug what went wrong?

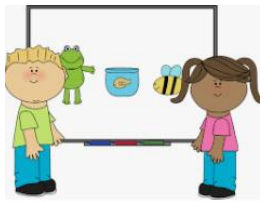
Can you make you BeeBot move to a given place on the mat?



What technology can you find at the home?

What technology can you find in the different areas of 2Simple - Simple City?

What technology can you find around school?



What technology do you see at the supermarket?