

Programming within the Foundation Stage

Fits in with the following areas:

Mathematics

Shape, space and measures: children use everyday language to talk about size, weight, capacity, position, distance, time and money to compare quantities and objects and to solve problems. They recognise, create and describe patterns. They explore characteristics of everyday objects and shapes and use mathematical language to describe them.

Understanding the world

Technology: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.

Within the classroom, the following activities could be undertaken:

- Using basic toys involving directions, such as remote control cars or dance mats
- Producing simple directions for a character to move around
- Control simple games on-screen using the arrow keys
- Dressing a teddy bear by putting the required instructions in order