0-3	3-4	WTS ELG	ELG	Links to Characteristics of Effective Teaching and Learning:
• I can anticipate repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times. • I show interest in toys with buttons, flaps and simple mechanisms and begins to learn to operate them. • I seek to acquire basic skills in turning on and operating some digital equipment. • I can operate mechanical toys • I can play with water to investigate "low technology" such as washing and cleaning.	• I know how to operate simple equipment, e.g. turn on CD player use a remote control, can navigate touch-capable technology with support. • I can show an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets. • I can show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. • I know that information can be retrieved from digital devices and the internet. • I can play with a range of materials to learn cause and effect	• I can complete a simple program on electronic devices. • I can use ICT hardware to interact with age appropriate computer software. • I can create content such as a video recording, stories, and/or draw a picture on screen. • I can develop digital literacy skills by being able to access, understand and interact with a range of technologies. • I can use the internet with adult supervision to find and retrieve information of interest to me. • I can use talk to work out problems and organise my thinking and to explain how things work and why they might happen (C&L) • I can use new vocabulary in different contexts (C&L)	No ELG for Technology. Technology in the Early Years can mean: • 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 • using a Beebot • Make comments about what they have heard and ask questions to clarify their understanding (C&L-listening, attention and understanding) • Offer explanations for why things might, happen, making use of recently introduced vocabulary from stories, non-fiction, rhymes and poems (C&L-speaking)	• Showing a curiosity about objects, • events and people • Finding ways to solve problems • Making links and noticing patterns • in their experience • Making predictions • Developing ideas of grouping Key vocabulary: choices, internet, website, equipment, buttons, movement, screen, mouse, images, keyboard, technology, laptop, camera, computer, interactive, software, find, search, record, photograph, video

C&L = Communication and Language
PSED= Personal, Social and Emotional Development
PD= Physical Development
Lit= Literacy
Maths = Maths
EAD = Expressive Arts and Design
UTW = Understanding the World