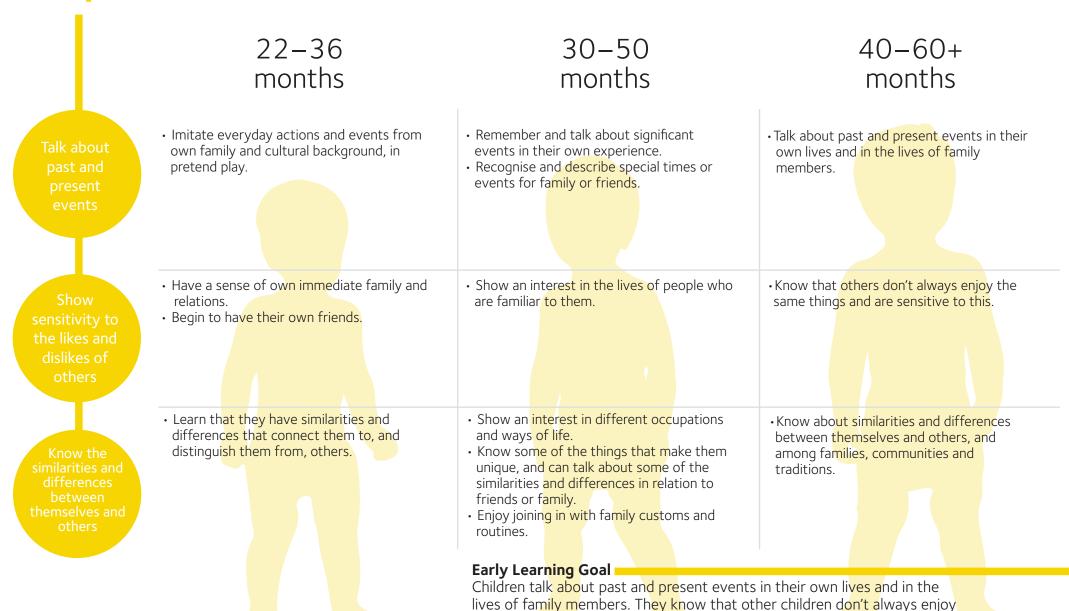


Understanding of the world

People and communities



communities and traditions

the same things, and are sensitive to this. They know about similarities and differences between themselves and others, and among families,

The world



22 - 36months

• Enjoy playing with small-world models such as a farm, a garage or a train track.

· Notice detailed features of objects in their environment.

30-50 months

· Comment and ask questions about aspects of their familiar world such as the place where they live or the natural world.

- · Can talk about some of the things they have observed such as plants and animals,
- Talk about why things happen and how things work.

natural and found objects.

- Develop an understanding of growth, decay and changes over time.
- Show care and concern for living things and the environment.

40-60+ months

• Talk about features of their own immediate environment and how environments might differ from one another.

- Know about similarities in relation to places, objects, materials and living things.
- Make observations of animals and plants and explain why some things occur.
- Talk about changes.

Early Learning Goal

Children know about similarities and differences in relation to places, objects, materials and living things. They talk about the features of their own immediate environment and how environments might vary from one another. They make observations of animals and plants and explain why some things occur, and talk about changes.

Technology

22 - 36months 30-50 months 40-60+ months

Recognise the uses of technology

· Aware of technology in the immediate environment.

 Know that information can be retrieved from computers.

• Recognise that a range of technology is used in homes and schools.

Use technology for a purpose

- Seek to acquire basic skills in turning on and operating some ICT equipment.
- Operate mechanical toys, e.g. turn the knob on a wind-up toy or pull back on a friction car.
- Know how to operate simple equipment, e.g. turn on CD player and use remote control.
- Show an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones.
- Show skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.
- Complete a simple program on a computer.
- Use ICT hardware to interact with age-appropriate computer software.

Early Learning Goal

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