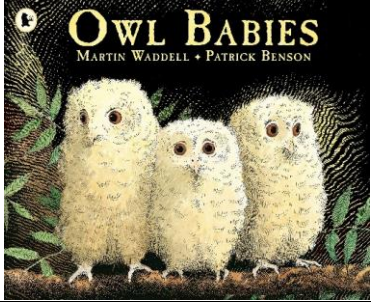
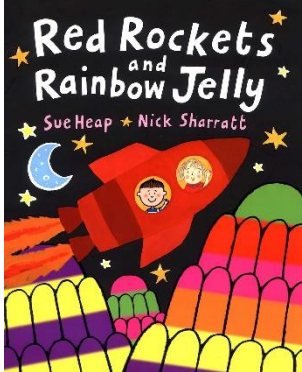
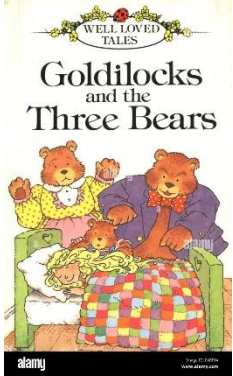
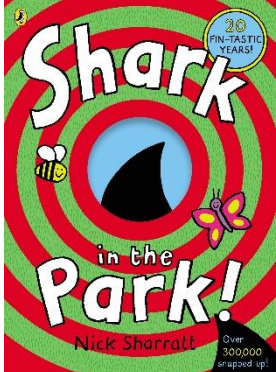
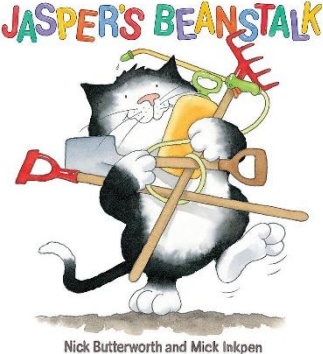
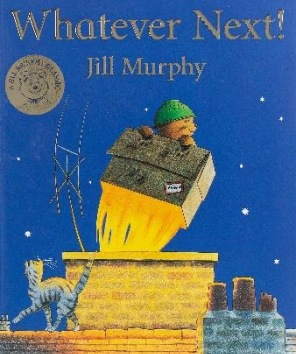
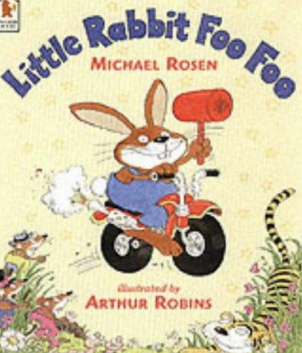
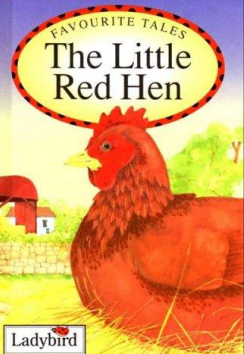
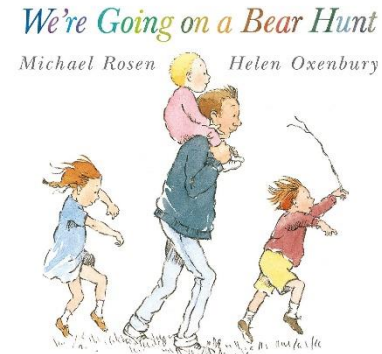
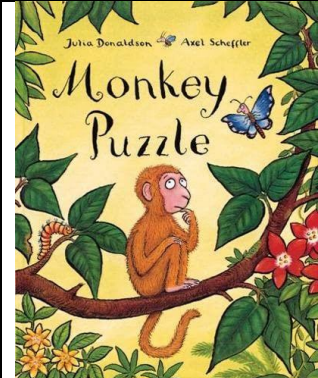
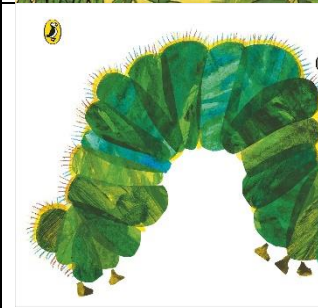
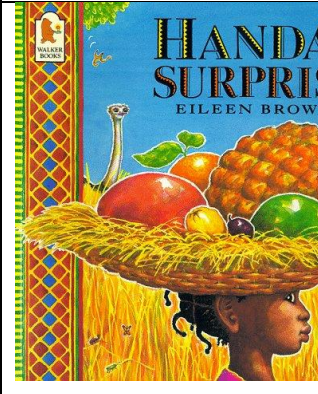




Ideas to start with...

A selection of books and how they could be used for developing children's understanding of algorithms and programming in EYFS.

Book	Title, Author and potential themes to develop	Algorithm and Programming ideas
	<p>Owl Babies by Martin Waddell</p> <p><i>Feelings and emotions, identity, relationships</i></p>	<ol style="list-style-type: none"> 1. Helping Mummy Owl get back to babies by giving instructions on the Twister mat.
	<p>Red Rockets and Rainbow Jelly by Sue Heap and Nick Sharratt</p> <p><i>Identity, personal preferences, celebrating differences</i></p>	<ol style="list-style-type: none"> 1. Sequencing the algorithm for making jelly. 2. Directing a friend to your favourite part of the classroom. 3. Giving instructions to a partner to collect a favourite toy or fruit on the Twister mat. 4. Coding the rocket (human or object) to get to the moon on the Twister mat.
	<p>Goldilocks</p> <p><i>Traditional Tales, variety of versions, right and wrong, apologising</i></p>	<ol style="list-style-type: none"> 1. Sequencing the algorithm for making porridge. 2. Directing Goldilocks to the correct bowl of porridge/chair/bed on the Twister mat. 3. Directing the 3 Bears to Goldilocks on the Twister mat. 4. Ordering the bowls, spoons, chairs, beds according to size. 5. Giving Goldilocks directions to the 3 Bears' cottage, avoiding the trees in the forest or crossing the bridge over the river etc.
	<p>Shark in the Park by Nick Sharratt</p> <p><i>Rhyming words, looking closely at things, shapes and patterns all around us, repetition</i></p>	<ol style="list-style-type: none"> 1. Sequencing the items in the park that Timothy sees through his telescope by drawing a story map and then giving Timothy (or a programmable robot) instructions for his walk through the park. 2. Directing Timothy to the shark in the pond on the Twister mat. 3. Writing instructions for what to do if you see a shark in the park.

 <p>JASPER'S BEANSTALK Nick Butterworth and Mick Inkpen</p>	<p>Jasper's Beanstalk by Nick Butterworth and Mick Inkpen</p> <p><i>Growing and changing, observing nature, patience, caring for something</i></p>	<ol style="list-style-type: none"> 1. Sequencing the days of the week. 2. Sequencing the algorithm for planting a seed. 3. Directing Jasper to the various gardening tools he uses or the items he needs to plant his bean on the Twister mat. <p>Check out the Barefoot Springtime resources for sequencing seeds activity which I've also adapted into Jamboard where photos can be moved around and then sequenced correctly.</p>
 <p>Whatever Next! Jill Murphy</p>	<p>Whatever Next by Jill Murphy</p> <p><i>Journeying, imagination and pretending, space</i></p>	<ol style="list-style-type: none"> 1. Making a list of things to take to the moon. 2. Sequencing key events/pictures from the story to retell it in own words. 3. Giving bear directions to get to the moon on the Twister mat (avoiding the aeroplane and the owl).
 <p>Little Rabbit Foo Foo MICHAEL ROSEN Illustrated by ARTHUR ROBINS</p>	<p>Little Rabbit Foo Foo by Michael Rosen</p> <p><i>Behaviour and choices, right and wrong, friendship, repetition</i></p>	<ol style="list-style-type: none"> 1. Sequencing Little Rabbit Foo Foo's journey through the forest by drawing a story map and then giving LRF (or a programmable robot) instructions for his journey through the park. 2. Writing instructions for a game that LRF could have played with the goblins or tigers instead of bopping them on the head.
 <p>FAVOURITE TALES The Little Red Hen Ladybird</p>	<p>Little Red Hen</p> <p><i>Traditional Tales, variety of versions, repetition, making choices, friendship</i></p>	<ol style="list-style-type: none"> 1. Sequencing the algorithm for making bread. 2. Directing the Little Red Hen to the mill on the Twister mat. 3. Drawing a large scale map of places in the story (mill, hen's house, field) and give directions to hen (or programmable robot) to get from A to B on the map avoiding the dog or the pig etc.
 <p>We're Going on a Bear Hunt Michael Rosen Helen Oxenbury</p>	<p>We're Going on a Bear Hunt by Michael Rosen</p> <p><i>Different environments and weather, journey and adventures, fear and anxiety</i></p>	<ol style="list-style-type: none"> 1. Making a list of the things to pack for a day out. 2. Drawing a large scale map of places in the story and then give a programmable robot instructions to go to different places in the same sequence as happens in the story. 3. Writing instructions for what to do if you find a bear in a cave.

	<p>Monkey Puzzle by Julia Donaldson</p> <p><i>Identity, relationships, rhyming words, repetition, feelings and emotions</i></p>	<ol style="list-style-type: none"> 1. Directing the monkey to his mum on the Twister mat. (Could also direct other baby animals to adult animals.) 2. Drawing a large scale map of places in the story and then give a programmable robot instructions to go to different places in the same sequence as happens in the story.
	<p>The Very Hungry Caterpillar by Eric Carle</p> <p><i>Life cycles, healthy food choices</i></p>	<ol style="list-style-type: none"> 1. Sequencing the days of the week. 2. Sequencing the life cycle of a butterfly images. 3. Programming a robot to collect 2 pears, 3 plums etc. <p>Have a go at this game on Scratch for mouse control and retelling the story!</p>
	<p>Handa's Surprise by Eileen Brown</p> <p><i>Friendship, preferences, food from other countries</i></p>	<ol style="list-style-type: none"> 1. Writing a list of the fruits Handa needs to put in her basket. 2. Directing the monkey to the banana, the giraffe to the pineapple etc on the Twister mat. 3. Sequencing the animals Handa passes by on her walk to see Akeyo. 4. Drawing a map of Handa's journey and directing Handa (or a programmable robot) to get to Akeyo's house.
	<p>What the Ladybird Heard by Julia Donaldson</p> <p><i>Making plans, right and wrong, rhyming words</i></p>	<ol style="list-style-type: none"> 1. Directing the ladybird (or a programmable robot) to the pig sty, the hen house etc. 2. Drawing a large scale map (<i>see below</i>) of the farmyard and then give a programmable robot (<i>or remote controlled one in the example here</i>) instructions to go to different places in the same sequence as happens in the story. 3. Writing instructions for what you would do to save the fine prize cow. <div data-bbox="975 1637 1485 2018" data-label="Image">  </div> <p>Click here to see video</p>