



Barefoot is a superb FREE resource

and here's what you need to know to get started using it in Early Years.

Click here to book one of four different FREE workshops at a time to suit you or find out about the new 'live lessons'. There is one specifically for Early Years

Click here to register for your free account

Explore some great 'mini missions' under the 'At home' tab. Great for small group guided activities or for parents at home.



Lessons

Download over 80 cross-curricular lesson plans and resources that bring computing to life, with or without a computer.



Online Guides

From using Scratch to understanding key computer science concepts quickly and easily, improve your subject knowledge with our jargon-free online guides.



CPD Workshops

Get started with free Computational Thinking and Programming workshops led by a trained volunteer.

Click here for all things Early Years and start downloading some activity ideas to try in your classroom.

Once you are logged in you will be taken to your Barefoot Profile page:

Here is where you will find the nine featured Early Years resources.

Welcome to your Barefoot Profile

This is your personal profile where you can tailor the Barefoot resources to meet your curriculum requirements, access your favourite resources and workshop requests, explore our library of lesson plans and start your personal development journey.

My Curriculum

Understand how the Barefoot Computing programme links to the

My Activity

See a list of all the resources you have downloaded, your favourite

My Resources

Start exploring Barefoot lesson plans to use with your class.

My Learning

Develop your own understanding of computational thinking and

Here is where you will find the activities you've downloaded and the ones you have marked as 'favourite' by clicking on the heart – this is a good way to find them again!

Here is where you will find lots of great information and articles to support your developing understanding of Computer Science and effective pedagogies.

Early Years Resources



SUPER SPACE
Age: 4 - 6 years
Curriculum Links:
Science



BOATS AHOY
Age: 4-6 years
Curriculum Links:
Science, Maths, English, D&T



BUSY BODIES
Age: 4-6 years
Curriculum Links:
PSHE, English, Science

All the activities are designed to develop children's computational thinking skills and do not use any technology.

There is a video explaining what computation thinking is along with a [poster](#) and a [document](#) on Computational Thinking in Early Years.



There are also some [prompt cards](#) that you can download, laminate and attach to a lanyard or have displayed in different areas of your room to support all the adults with developing children’s computational thinking skills through questioning and modelling.

All the EYFS resources that can be found at the moment:

Resource collection

A grid of resource thumbnails with red labels. The thumbnails include: autumn leaves, snow globes, an overview document, the computational thinkers poster, a lighthouse, potted plants, alien heads, prompt cards, sailboats, human senses, and a group of people with a fire truck.

Awesome Autumn

Winter Warmers

Overview

Poster

Summer Fun

Springtime

Super Space








Prompt cards

Boats Ahoy

Busy Bodies

People Who Help Us

Overview of Barefoot Early Years Activities as of April 2025

<h2>Springtime</h2>  An illustration of three brown pots on a dark blue background. The first pot is empty, the second has a small green sprout, and the third has a larger green plant. A yellow and red rainbow arches over the pots, and a sun with rays is in the top right corner.	<p>Understand what an <i>algorithm</i> is through sequencing the steps needed to plant a seed, give the rabbit directions to get to the carrot and explore <i>abstraction</i> through building a scarecrow for your outside area. Great seasonal activities with support for teachers to develop their understanding of how these everyday activities can help develop computational thinking.</p>
<h2>Summer Fun</h2>  An illustration of a seascape on a dark blue background. There are white mountains, a blue sea, and a red and white striped lighthouse on a white rock in the water.	<p>Explore <i>abstraction</i> by making seaside pictures with common 2d shapes, make a map of a journey to understand the importance of putting things in the right order, collect object that can be <i>grouped</i> according to similar characteristics (we tend to gather items on the forest floor rather than pick flowers) and make a pictogram. Links really well with mathematical work being covered in the summer term.</p>
<h2>Awesome Autumn</h2>  An illustration of four autumn leaves in various colors: a green leaf, a yellow maple leaf, an orange leaf, and a light green leaf, all on a dark blue background.	<p>Follow an <i>algorithm</i> to make pumpkin soup and then arrange the pictures to create your own recipe, navigate your partner around a leaf maze using the direction cards provided and explore <i>pattern</i> through printing with natural objects to create an Autumn crown or garland. Activities that can be easily adapted to many different contexts, particularly Fairy Tales (making gingerbread biscuits, running away from the fox etc).</p>
<h2>Winter Warmers</h2>  An illustration of three snowmen on a dark blue background. Each snowman is made of white circles and has a red scarf and stick arms.	<p>Make a bird feeder from recycled materials by <i>sequencing</i> the images to create an <i>algorithm</i> that makes sense, explore what an igloo is (<i>abstract</i> the key information) and then have a go at building one out of sugar cubes, and finally, explore <i>pattern</i> through making scarves for snowmen. Lots of cross-curricular links here and another great way to develop understanding of more complex repeating patterns.</p>
<h2>Busy Bodies</h2>  An illustration of various human body parts on a dark blue background, including eyes, a nose, an ear, a hand, and a tongue.	<p>Superb sets of images that help explore change over time in both humans and familiar animals as children sequence them from youngest to oldest. Images of body parts support vocabulary development and understanding of what makes a body and how the different parts help us make sense of the world.</p>
<h2>Boats Ahoy</h2>  An illustration of three sailboats on a blue sea against a red sky. The sailboats have different colored sails: one with blue and yellow stripes, one with a green sail, and one with a yellow and blue spiral.	<p>Explore abstraction through researching what a boat is and looks like then draw and build boats. Investigate objects that float and sink, making predictions and comparing similarities and differences between things that float and sink. Finally there are some great ideas for how computational thinking skills can be developed in a boat role play. Some great additional activities referenced too.</p>
<h2>Super Space</h2>  An illustration of three alien heads in a dark blue space background with white stars. The alien heads are yellow, red, and teal.	<p>Investigate images of rockets and aliens then build your own from recycled materials and playdough, finally, develop understanding of what an <i>algorithm</i> is by directing a rocket to various planets, avoiding the meteors.</p>
<h2>People Who Help Us</h2>	<p>The latest addition to the collection of EYFS activities.</p>



Three activities based on our everyday superheroes, which have been designed to help pupils develop their computational thinking skills. Create patterns on a police car, guide a delivery person to their destination and design a uniform for a firefighter!