



Barefoot is a superb FREE resource
and here's what you need to know to get started using it in Early Years.

1. Click here to register for your free account

2. Click here to book one of four different FREE workshops at a time to suit you. There is one specifically for Early Years

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

The screenshot shows the Barefoot website homepage. At the top, there is a navigation bar with links: Home, Resources, Curriculum, At home, Volunteering, Workshops, About, and a 'Log in / Register' button. Below the navigation bar is a large hero section with the Barefoot logo and the text 'Introducing our new Super Space resources'. A 'Find out more' button is located in this section. At the bottom of the hero section is a yellow bar with five buttons: 'REGISTER NOW', 'EXPLORE RESOURCES', 'BOOK A WORKSHOP', 'CONQUER THE CONCEPTS', and 'INSPIRE YOUR CLASS'. Three numbered callout boxes are overlaid on the image: Box 1 points to the 'Log in / Register' button; Box 2 points to the 'BOOK A WORKSHOP' button; Box 3 points to the 'At home' link in the navigation bar.

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

The screenshot shows the Barefoot Profile page for a user named Rachael. The page has a dark blue header with navigation links: MY BAREFOOT, VOLUNTEERING, LESSONS, EARLY YEARS, CYBER, BAREFOOT BYTES, ONLINE SAFETY, and ADVOCATES. Below the header is a green banner that says 'welcome to your Barefoot Profile' and contains a welcome message. Below the banner are four colored boxes: 'My Curriculum' (dark blue), 'My Activity' (yellow), 'My Resources' (white), and 'My Learning' (red). A numbered callout box points to the 'EARLY YEARS' link in the navigation bar.

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

Early Years Resources



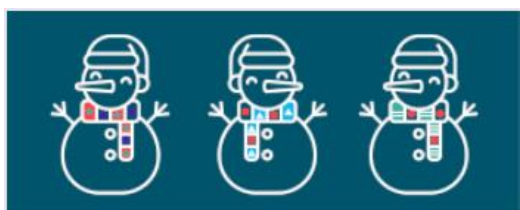
All the activities are designed to develop children's computational thinking skills and do not use any technology.

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.

Overview of Barefoot Early Years Activities as of January 2023

Springtime 	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.
Summer Fun 	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.
Awesome Autumn 	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).
Winter Warmers 	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.
Busy Bodies 	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.
Boats Ahoy 	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.
Super Space 	The latest addition to the collection of EYFS activities. 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.