UNDERSTANDING THE WORLD

	PEOPLE AND COMMUNITIES	THE WORLD	TECHNOLOGY
16-26 months	• Is curious about people and shows interest in stories about themselves and their family • Enjoys pictures and stories about themselves, their families and other people.	• Explores objects by linking together different approaches: shaking, hitting, looking, feeling, tasting, mouthing, pulling, turning and poking. • Remembers where objects belong. • Matches parts of objects that fit together, e.g. puts lid n teapot.	• Anticipates repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times. • Show interest in toys with buttons and flaps and simple mechanisms and begin to learn to operate them.
22 - 36 months	• Has a sense of own immediate family and relations. • In pretend play, imitates everyday actions and events from own family and cultural background, e.g. making and drinking tea. • Begin to have their own friends. • Learns that they have similarities and differences that connect them to, and distinguish them from others.	• Enjoy playing with small – world models such as a farm, a garage, or a train track. • Notices detailed features of objects in their environment.	• Seeks to acquire basic skills in turning on and operating some ICT equipment. • Operates mechanical toys, e.g. turns the knob on a wind-up toy or pull back on a friction car.
30 - 50 months	• Shows interest in the lives of people who are familiar to them. • Remembers and talks about significant events in their own experiences • Recognises and describes special times r events for family or friends. • Show interest in different occupations and ways of life • Knows some of the things that make them unique, and can talk about some of the similarities and differences in relation to friends or family.	• Comments and asks 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, animals, natural and found objects. • Talks about why things happen and how things work. • Develops an understanding of growth, decay and changes over time. • Shows care and concern for living things and the environment.	• Know how to operate simple equipment e.g. turns on CD player and uses remote control. • Shows an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. • Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images. • Knows that information can be retrieved from computers.
40 - 60+ months	• Enjoys joining in with family customs and routines. **Early Learning Goal** **Children talk about past and present events in their own lives and in the lives of family members. They know that other children don't always enjoy the same things, and are sensitive to this. They know about similarities and differences between themselves and others, and among families, communities and traditions.**	• Looks closely at similarities, differences, patterns and change. **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.**	• Complete a simple program on a computer. • Uses 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.**