

Computing Progression grid

	<u>Reception</u>	<u>Year 1</u>	<u>Year 2</u>	<u>Year 3</u>	<u>Year 4</u>	<u>Year 5</u>	<u>Year 6</u>
<u>Information Technology</u>	<u>Physical development</u> Fine motor skills for using tools and devices.	<u>Introduction to Purple Mash</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use technology safely and respectfully, keeping personal information private.	<u>Introduction to Purple Mash</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use technology safely and respectfully, keeping personal information private.		<u>Introduction to AI</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Quizzing</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Graphing</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
		<u>Creative computing</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<u>The Internet</u> Use technology safely and respectfully, keeping personal information private. Use technology purposefully to create, organise, store, manipulate and retrieve digital content.		<u>Unpacking hardware and software</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Databases</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Blogging</u> Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration
		<u>Animated stories</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<u>Creating pictures</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<u>Presenting ideas</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Animation</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Word processing</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	<u>Data detectives</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.
			<u>Spreadsheets</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<u>Spreadsheets</u> Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.			
<u>Computer Science</u>		<u>Creating and following instructions</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.		<u>Route planners</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	<u>Logo</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use	<u>Game creator</u> Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Design, write and debug programs that accomplish specific goals,	<u>Introduction to Python</u> Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Design, write and debug programs that accomplish specific goals,

					sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
	<u>Personal, social and emotional development</u> Teaching resilience, problem-solving and sensible screen-time.	<u>Coding</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour or simple programs.	<u>Coding</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour or simple programs.	<u>Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	<u>Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	<u>Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	<u>Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs, work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
<u>Digital Literacy</u>	<u>Understanding the World</u> Explaining how things work, using technology in everyday life. <u>Expressive Arts</u> Creative use of digital tools likes cameras or drawing apps.	<u>Technology around us</u> To recognise common uses of information technology beyond school.		<u>Email</u> Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration.	<u>Effective searching</u> Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.		<u>Networking</u> Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration..

Online safety: To be delivered throughout the year using the 2BeSafe program.

KS1: Identify where to go for help and support when the children have concerns about content or contact on the internet or other online technologies.

KS2: Identify a range of ways to report concerns about content and contact.