		Skill Progression in Computing at Key Stage 1
v	Understand what algorithms are; how t	
	and unambiguous instructions	
•	Create and debug simple programs	

Use logical reasoning to predict the behaviour of simple programs

National Curriculum

- Use technology purposefully to create, organise, store, manipulate and retrieve digital content
- Recognise common uses of information technology beyond school
- Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.

		Digital Literacy	Computer Science	Information technology
Year 1		I can understand that I need to keep safe when using digital technology.	I can make programmable toy move by inputting a sequence of instructions.	I can log on to a computer I can use a mouse correctly. I can use a keyboard correctly.
		I am aware that information on the internet is available to other people.	I can develop and record sequences of instructions as an algorithm.	I can explain how objects have been grouped I can say that labels are used to identify a group
	ar 1	I can mention some of the ways in which IT is used to communicate beyond school.	I can program a sprite to follow an algorithm.	with similar characteristics I can count how many objects are in group and identify which has more
	Υe	E-Safety	I can debug my programs. I can predict how a program will work.	I can group objects to answer a question
	I know to close the laptop lid or turn the tablet over if I find content, such as inappropriate images, which might disturb me or other children.	I can break down a process into simple, clear steps, as in an algorithm.		
		I know to tell their teacher or their parents if this happens.		

	Skill Progression in Computing at Key Stage 1				
Understand what algorithms are; how t and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs Use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.					
Year 2	Digital Literacy I can edit and format text in emails. I can create and deliver a short multimedia presentation. E-Safety I am aware of how to use games safely and in balance with other activities. I am aware of online safety issues when using email I can use appropriate language in emails. I can search for information safely.	Computer Science I can understand algorithms as sequences of instructions in everyday contexts. I can program a Sprite using sequences of instructions to implement an algorithm. I can create a simple program on screen to control a Sprite using a sequence of instructions to move it from one place to another. will do and explain why it does what it does. I can give logical explanations of what a program	Information technology I can store, organise and retrieve content on digital devices for a given purpose. I can understand that a computer can generate different sounds I can understand that a computer can be used to make a sequence of notes I can use the computer to generate different sounds represented by images I can collect data using tick charts or tally charts. I can use simple charting software to produce pictograms and other basic charts.		

	Skill Progression in Computing at Key Stage 2					
	design, write and debug programs that decomposing them into smaller parts					
National Curriculum	use sequence, selection, and repetition	use sequence, selection, and repetition				
	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs					
	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					
nal	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content					
) tio	select, use and combine a variety of sof	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of				
Ιž		complish given goals, including collecting, analysing,	• ,			
		responsibly; recognise acceptable/unacceptable bel	naviour; identify a range of ways to report concerns			
	about content and contact.					
	Digital Literacy	Computer Science	Information technology			
	I can use search engines to learn about a new topic.	I can create an algorithm for an animated scene in the form of a storyboard.	I am gaining skills in shooting stop motion video, holding the camera steady and reviewing.			
	I can plan, design and deliver an interesting and engaging publishing. I can create my own original images.	I can write a program in Scratch to create the animation. I can correct mistakes in animation programs.	I can edit videos, add narration and set in/out points.			
Year 3	E-Safety	I can develop a number of strategies for finding errors in programs.	I can search for and evaluate online images			
	I have a developing understanding of how the internet, web and search engines work.	I have an increasing knowledge of Scratch. I can recognise a number of common types of bugs in software.	I can investigate questions with yes/no answers I can make up a yes/no question about a collection of objects			
	I have a developing understanding of how email works.		I can create two groups of objects separated by one attribute I can select an attribute to separate objects into			
	I am gaining skills in using emails.		groups			
			I can create a group of objects within an existing			
			group I can arrange objects into a tree structure			
			. san an ange objects into a tree structure			

design, write and debug programs that decomposing them into smaller parts use sequence, selection, and repetition use logical reasoning to explain how some si					
opportunities they offer for communication use search technologies effectively, apprecia select, use and combine a variety of softwar programs, systems and content that accomp	decomposing them into smaller parts use sequence, selection, and repetition use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 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 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) 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 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns				
together I can suggest colours and effects that might suit their scene I can select images and combine them into one I can use a range of tools to create their image E-Safety I understand some of the risks in using the web. I am becoming familiar with information sites such as Wikipedia. I can explain why some information I find online may not be honest, accurate, or legal I can select that select images and effects that in unit in the into one. I unit image I can a color image information I in the image in the image in the into one. I can explain why some information I in the image in the imag	Computer Science an develop an educational game using section and repetition. Inderstand and can use variables. In beginning to debug computer programs. In design and make an on-screen prototype of computer-controlled toy. Inderstand different forms of input and output. Inderstand design, write and debug the control and ponitoring program for my toy. In use hyperlinks to connect ideas and sources. In code up a simple web page with useful intent, including using HTML tags.	Information technology I can use computer-based data logging to automate the recording of some weather data. I can analyse data, explore inconsistencies and make predictions. I can use one or more programs to edit music I can create and develop a musical composition, refining ideas through reflection and discussion. I can research for a purpose.			

	Skill Progression in Computing at Key Stage 2				
National Curriculum	design, write and debug programs that decomposing them into smaller parts use sequence, selection, and repetition use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 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 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine a variety of software (including internet services) 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 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.				
Year 5	I can create a database using cards I can navigate a flat-file database to compare different views of information I can group information using a database I can outline how 'AND' and 'OR' can be used to refine data selection E-Safety I understand the need for private information to be encrypted. simple ciphes and decrypt messages in I appreciate the need to use complex passwords and to keep them secure. I decide what information is appropriate when researching I understand how search engines select and rank results.	Computer Science I can create original artwork and sound for a game. I can design and create a computer program for a computer game, which uses sequence, selection, repetition and variables. I can detect and correct errors in my computer game. I can use iterative development techniques to improve my game. I am familiar with semaphore and morse code.	Information technology I am developing my research skills to decide which information is appropriate. I understand some elements of how search engines select and rank results. I am developing a familiarity of a simple CAD (computer aided design) tool. I understand the work of architects and engineers working in 3D. I can explore and experiment with 3D virtual environments, developing my spatial awareness.		

CLUID .				c. a
Skill Progressio	n in Co	mputing	at Kev	/ Stage 2

National Curriculum

- design, write and debug programs that decomposing them into smaller parts
- use sequence, selection, and repetition
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- 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
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- select, use and combine a variety of software (including internet services) 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 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

	about content and contact.				
	Digital Literacy	Computer Science	Information technology		
Year 6		Computer Science I can control or simulate physical systems. I can thoroughly debug the program. I am developing the ability to reason logically about algorithms. I understand how key algorithms can be expressed as programs. I understand that some algorithms are more efficient than others for the same problem. I understand common algorithms for sorting and searching. I can train a neural net to classify images.	Information technology I can suggest how to structure my data I can choose an appropriate format for a cell I can construct a formula in a spreadsheet I can apply a formula to multiple cells by duplicating it I can use a spreadsheet to answer questions I can use a chart to show the answer to a question I can work collaboratively to shoot original footage and source additional content I can think critically about how video is used to promote a cause I can use a variety of software to present finding. I can use criteria to provide others with feedback on their work. I can train a neural net to classify images I can train a machine learning system to identify sentiments		
	_				