



Progression in Computing



Skills

Skill	Yr1	Yr2	Yr3	Yr4	Yr5	Yr6	Vocabulary
Algorithms	<ul style="list-style-type: none"> Write simple algorithms. Control motion by specifying number of steps to travel, direction and turn. 	<ul style="list-style-type: none"> Write more complicated algorithms. 	<ul style="list-style-type: none"> Create an algorithm in the form of a storyboard. 	<ul style="list-style-type: none"> Plan and design algorithms for an educational game for scratch. 	<ul style="list-style-type: none"> Create an algorithm showing a sequence of instructions with actions and consequences. 	<ul style="list-style-type: none"> Design algorithms to navigate characters around a digital environment. 	
Create programs	<ul style="list-style-type: none"> Convert simple algorithms to programs. Create and debug simple programs. 	<ul style="list-style-type: none"> Convert more complicate algorithms to programs. Create and debug more complicate programs. 	<ul style="list-style-type: none"> Write a program in Scratch. 	<ul style="list-style-type: none"> Create an educational computer game through Scratch. 	<ul style="list-style-type: none"> Program an algorithm as a sequence of game instructions with actions and consequences 	<ul style="list-style-type: none"> Use Kodu to create an original virtual environment. Program a character on Kodu. 	
Develop programmes	<ul style="list-style-type: none"> Debug simple algorithms. 	<ul style="list-style-type: none"> Debug more complicate algorithms. 	<ul style="list-style-type: none"> Correct mistakes in their scratch animations. 	<ul style="list-style-type: none"> Develop an educational computer game using selection 	<ul style="list-style-type: none"> Add additional effects and features, such as sound or 	<ul style="list-style-type: none"> Debug and fix bugs on Kodu. 	

				<p>and repetition.</p> <ul style="list-style-type: none"> • Debug mistakes in computer programs. 	<p>point scoring, to enhance the appeal of a game.</p>		
<p>Using programmes</p>	<ul style="list-style-type: none"> • Develop keyboard skills using a word processor. 	<ul style="list-style-type: none"> • Further develop keyboard skills using a word processor. 	<ul style="list-style-type: none"> • To add content to a desktop publishing publication • To consider how different layouts suit different purposes. 	<ul style="list-style-type: none"> • Create a simple presentation. • Edit a presentation to include: images, audio, animations, transitions and hyperlinks. 	<ul style="list-style-type: none"> • Understand what a spreadsheet is and use data to answer questions. • Build a data set on a spreadsheet. • To calculate and duplicate formulas. • To create a spreadsheet to plan an event. • To choose suitable ways to present data. 		
<p>Reasoning</p>	<ul style="list-style-type: none"> • Predict the behaviour of simple programs. 	<ul style="list-style-type: none"> • Justify their choices in changing text. 	<ul style="list-style-type: none"> • Understand and explain the difference between 	<ul style="list-style-type: none"> • Recognise the importance of user interface 	<ul style="list-style-type: none"> • Understand that formulas can be created to produce 	<ul style="list-style-type: none"> • Explain what bullying and cyberbullying are. • Explain how people 	

			<p>text and images.</p> <ul style="list-style-type: none"> • Understand and use the terms template, orientation and placeholder 	<p>design, including consideration of input and output.</p>	<p>calculated data.</p>	<p>should deal with cyberbullying.</p> <ul style="list-style-type: none"> • Explain what to do if I am asked or told something online which makes me uncomfortable. • Explain some of the dangers of revealing personal information to an online friend. 	
<p>Using technology</p>	<ul style="list-style-type: none"> • Identify a computer and its main components • Develop mouse skills. 	<ul style="list-style-type: none"> • Add and remove text on a computer. • Understand how to edit text on a computer. 	<ul style="list-style-type: none"> • Understand how to edit text and layout 				
<p>Uses of IT beyond school</p>	<ul style="list-style-type: none"> • Talk about some of the IT uses in their own home. 	<ul style="list-style-type: none"> • Know how technology is used in school and outside of school. 	<ul style="list-style-type: none"> • Consider the benefits of desktop publishing 				

			and how it used in the wider world.				
Safe use	<ul style="list-style-type: none"> • Understand how to use technology responsibly. • Keep personal information private. 	<ul style="list-style-type: none"> • Know where to go for help if they're concerned. 	<ul style="list-style-type: none"> • Use technology respectfully and responsibly. 	<ul style="list-style-type: none"> • Recognise acceptable and unacceptable behaviour using technology. 	<ul style="list-style-type: none"> • Recognise that they need to make choices when they use technology and that not everything is true. 	<ul style="list-style-type: none"> • Understand why I should ask an adult if I am unsure. • Identify warning signs that a website might not be secure. • Identify personal information. • Choose an appropriate action online to stay safe. • Identify a situation I should be careful in online. 	
Networks			<ul style="list-style-type: none"> • Use the internet to make simple searches. 	<ul style="list-style-type: none"> • Use the internet to make specific searches 			

				and identify useful information.			
Search engines			<ul style="list-style-type: none">• Identify different search engines and use them to make simple searches.	<ul style="list-style-type: none">• Make choices to use search engines to find specific information.	<ul style="list-style-type: none">• Understand that search engines don't always provide reliable information.		