



Curriculum Progression

Computing



EYFS

- know how to follow instructions
- provide simple instructions
- use instructional and directional language

Key Stage 1

- understand that a programmable toy can be controlled by inputting a sequence of instructions
- understand what an algorithm is and know that an algorithm is a sequence of codes
- develop and record sequences of instructions as an algorithm
- debug programs and predict how programs will work
- create, store and retrieve digital content
- use a website to find information
- create an illustration by selecting and using paint tools
- know how to save and retrieve work
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- use technology safely and respectfully

Lower Key Stage 2

- use technology safely, respectfully and responsibly
- recognise unacceptable behaviour online
- recognise acceptable/unacceptable behaviour and identify a range of ways to report concerns about content and contact.
- use search technologies effectively to help me research a specific topic
- create a documentary with my group
- improve and develop my typing skills for a range of purposes
- use different font sizes and colours purposefully
- insert and resize an image
- understand how to use spell check
- understand computer networks including the internet
- understand that I can use the internet for different purposes including communication and collaboration
- open received emails from a trusted sender
- open and save an attachment to the school network
- choose a sender and insert their email address





Curriculum Progression

Computing (*continued*)



Key Stage 1

Lower Key Stage 2

- group data to create simple digital content
- know what is safe online and how to stay safe (knowing the importance of keeping personal information private)
- use a computer to write, adding and removing text
- know that the look of text can be changed on a computer and to make careful choices when changing text
- recognise common uses of IT beyond school
- identify where to go for help and support when online
- use a mouse in different ways
- develop basic keyboard skills to improve typing
- know that a series of commands can be joined together
- identify the effect of changing a value
- bookmark safe sites when online
- use a search engine and navigate web pages safely
- know what an email is and how to send and receive one

- use multimedia to present information
- recognise that we can count and compare objects using tally charts
- recognise that objects can be represented as pictures, including creating a pictogram
- explain that information can be represented using a computer
- recognise that photos/images can be changed
- use a digital device to take a photograph
- explain that a sequence of commands has a start and outcome
- create a program from a given design, leading to an original creation
- plan using IT (Moon Buggy)

- compose an appropriate email for the recipient
- understand how to forward an email from a sender to someone else
- add an attachment from the school network to my sender
- take, upload and insert a picture of my carriage
- resize my picture if necessary
- create a simple survey
- understand when to use a closed or open question within my survey
- use software (google forms) to collect, analyse, evaluate and present data and information
- plan simple sequences with algorithms (beebots/probots)
- use logical reasoning to predict errors

