

Computing Skills Progression

EYFS - ELG statement: Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.



	Y1	Y2	Y3	Y4	Y5	Y6
Digital Literacy and Citizenship	<p>use technology safely</p> <p>keeping personal information private</p> <p>recognise common rules and uses of information technology beyond school</p> <p>know who to talk to if help is needed online</p>	<p>use technology respectfully and understand the importance of using devices in moderation</p> <p>understand where to go for help and support when they have concerns about content or contact on the internet or other online technologies</p>	<p>use technology safely, respectfully and responsibly</p> <p>give reasons why certain information should be kept private or can be made public</p> <p>to understand the concept of a digital footprint</p> <p>identify a range of ways to report concerns about contact</p> <p>understanding the impact of screen time and importance of balance</p>	<p>use technology respectfully and the importance of balance, identifying consequences of device dependency</p> <p>understand the opportunities computer networks offer for communication</p> <p>understanding the scope and importance of one's digital footprint via social media and online activities</p> <p>identify a range of ways to report concerns about content and contact</p> <p>recognise acceptable/unacceptable behaviour</p>	<p>understand the opportunities computer networks offer for communication and application</p> <p>identify a range of ways to report concerns about content and contact</p> <p>recognise acceptable/unacceptable behaviour</p> <p>to explore the concept of ownership and copyright in user generated content and social media</p> <p>to be aware that certain features in popular games can be compulsive</p>	<p>understand the opportunities computer networks offer for collaboration</p> <p>be discerning in evaluating digital content</p> <p>to understand the different systems used to age rate content and to explain why this is beneficial</p> <p>to understand the difference between influence, persuasion and manipulation and how these can be encountered online.</p>
Computer Science	<p>understand what algorithms are</p> <p>create simple programs</p>	<p>understand that algorithms are implemented as programs on digital devices</p> <p>understand that programs execute by following precise and unambiguous instructions</p> <p>debug simple programs</p> <p>use logical reasoning to predict the behaviour of simple programs</p>	<p>write programs that accomplish specific goals</p> <p>use sequence in programs</p>	<p>work with various forms of input</p> <p>work with various forms of output</p> <p>design programs that accomplish specific goals</p> <p>debug programs that accomplish specific goals</p> <p>use repetition in programs</p>	<p>design and create programs</p> <p>control or simulate physical systems</p> <p>use logical reasoning to detect and correct errors in algorithms and programs</p> <p>understand how computer networks can provide multiple services, such as the world wide web</p> <p>appreciate how results are selected and ranked</p>	<p>solve problems by decomposing them into smaller parts</p> <p>use selection in programs</p> <p>work with variables</p> <p>use logical reasoning to explain how some simple algorithms work</p> <p>use logical reasoning to detect and correct errors in algorithms</p> <p>understand computer networks including the internet</p> <p>appreciate how results are ranked</p>

Information Technology	<p>use technology purposefully to create digital content</p> <p>use technology purposefully to store digital content</p> <p>use technology purposefully to retrieve digital content</p>	<p>use technology purposefully to organise digital content</p> <p>use technology purposefully to manipulate digital content</p>	<p>use search technologies effectively to collect information</p> <p>use a variety of software to accomplish given goals such as presenting information</p>	<p>use search technologies effectively</p> <p>use a variety of software to accomplish given goals</p> <p>design and create content</p> <p>select and use internet services</p>	<p>select a variety of software to accomplish given goals</p> <p>to understand how to protect your devices and keep them well maintained</p> <p>select, use and combine internet services</p> <p>collect data</p> <p>present and interpret data</p> <p>analyse information</p> <p>evaluate information</p>	<p>combine a variety of software to accomplish given goals</p> <p>select, use and combine software on a range of digital devices</p> <p>collect data</p> <p>present and interpret data</p> <p>analyse data</p> <p>evaluate data</p> <p>design and create systems</p>
-------------------------------	---	---	---	--	--	--

	<p><u>Glossary:</u></p> <p>Algorithms: Set of instructions</p> <p>Bug: A problem in the program</p> <p>Data: Values with no context</p> <p>Debug: To fix or remove a problem in the program</p> <p>Digital content: Any file created by the user</p> <p>Execute: To run a program</p> <p>Information: Data with context</p> <p>Physical system: Example a robot, traffic lights, sensors, drones, etc</p> <p>Variable: A value in a program</p>
--	---