

Key skills progression- Computing

Computer systems and Network	Creating Media	Programing	Data and information	E-Safety
Foundation stage				
Recognising technology and what we us it for.	Using digital apps on and ipad to paint.	Explore moving a robot.		I know who to go for to help me.
Year 1				
Technology around us. Recognising technology in school and using it responsibly.	Digital painting. Choosing appropriate tools in a program to create art. Digital writing. Using a computer to create and format text.	Moving a robot using short algorithms and programs for floor robots. Programming animation. Designing and programming the movement of a character.	Grouping data. Exploring object labels then using them to sort and group objects.	Pupils will be told class internet rules based on personal responsibilities. I am kind and responsible. I am safe. I am healthy.
Year 2				
Information technology around us. Identifying IT and how its responsible use improves our world in school and beyond.	Digital photography. Capturing and changing digital photographs for different purposes. Making music. Using a computer to explore rhythms and melodies.	Robot algorithms. Creating and debugging programs and using logical reasoning to make predictions. Programming quizzes. Design algorithms and programs that use events to trigger sequences of codes.	Pictograms. Collecting data in tally charts and using attributes to organise and present data.	Pupils will agree class internet rules based on personal responsibilities. I am kind and responsible. I am safe. I am healthy.

Year 3				
Connecting computers Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story. Desktop publishing Creating documents by modifying text, images, and page layouts for a specified purpose.	Sequencing sounds Creating sequences in a block-based programming language to make music. Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions	Branching databases Building and using branching databases to group objects using yes/no questions.	Pupils will agree class internet rules based on personal responsibilities. I am kind and responsible. I am safe. I am healthy.
Year 4				
The internet Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Audio editing Capturing and editing audio to produce a podcast, ensuring that copyright is considered. Photo editing Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes. Repetition in games Using a block-based programming language to explore count-controlled and infinite loops when creating a game	Data logging Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Pupils will agree class internet rules based on personal responsibilities. I am kind and responsible. I am safe. I am healthy.
Year 5				
Sharing information Identifying and exploring	Video editing Planning, capturing, and editing video to produce a short film.	Selection in physical computing Exploring conditions and selection	Flat-file databases Using a database to order data and	Pupils will agree class internet rules based on personal responsibilities.

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how information is shared between digital systems.	Vector drawing Creating images in a drawing program by using layers and groups of objects.	using a programmable microcontroller. Selection in quizzes Exploring selection in programming to design and code an interactive quiz.	create charts to answer questions.	I am kind and responsible. I am safe. I am healthy.
Year 6				
Internet communication Recognising how the WWW can be used to communicate and be searched to find information.	Webpage creation Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. 3D modelling Planning, developing, and evaluating 3D computer models of physical objects.	Variables in games Exploring variables when designing and coding a game. Sensing Designing and coding a project that captures inputs from a physical device.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	Pupils will agree class internet rules based on personal responsibilities. I am kind and responsible. I am safe. I am healthy.