

Computing

PROGRESSION OF SKILLS
TILSTOCK C OF E PRIMARY SCHOOL

	Year 1
Online Safety and Digital Literacy	 Know that the internet is accessed all over the world and know which devices are connected to the internet. Know that they should always ask a responsible adult if they want to use a device.
Information Technology	 Know how to log onto a computer Know how to navigate around the screen with a mouse Know how to type text using space bar for separate words to create something meaningful Know how to independently find and open an app on a tablet
Computer Science	 Know which button on a device represents which action e.g. Bee Bot Know how to program a robot to follow simple sequence of instructions (1-2 turns) Know how to make simple predications about an algorithm and a program. The Bee Bow will go Know how to change (debug) the program to improve the route

	Year 2
Online Safety and Digital Literacy	 Know devices that enable direct communication between people through images and text. Know what personal information is and that they should never share this with anyone they don't know. Know that they should tell a trusted adult if they are upset or worried about anything on a device.
Information Technology	 Know how to save, retrieve and print work Know how to type and format text including basic punctuation and capital letters Know how to confidently use pointing device Know how to add simple images Know how to combine simple text and graphics, for instance create a poster for a purpose.
Computer Science	 Know how to program a robot to achieve set goal (sequence of 6-7 instructions: maze, point collecting) Begin to use block programming e.g. Scratch Junior (Alex, Daisy Dino) to complete a simple program. Know how to debug more complex problems e.g. a route on a Bee Bot / Blue Bot / Alex / Logo etc maze.

	Year 3
Online Safety and Digital Literacy	 Know that some people are the internet should not be trusted Know that concerns about what they see on-line should be reported to a trusted adult Use a simple password Use a Search engine to find information given key words Know which websites are useful Know how to log in and out of websites used at school
Information Technology	 Know how to log in to computer system as themselves and can find their documents (personal drive) Know how to open shared documents and pictures. Know how to use software to create a simple brochure or poster. Publisher or Pages Know how to sequence and add to slides to make a simple presentation Keynote, Powerpoint, iMovie Create a meaningful document that contains both pictures and text
Computer Science	 Know how to use a block program (Scratch Jun, Scratch, Microbit Blocks)) to make a simple programme using sequencing and timing. Inputs sets of instructions according to programming language and environment (Logo, Scratch Jun, Microbit etc) Use a program Logo or Scratch to draw regular 2D shapes Independently know how to debug basic mistakes Begin to use conditionals – If I click here then this happens Scratch Junior, Scratch, Microbit

	Year 4
Online Safety and Digital Literacy	 Know that pictures and text share on-line can end up with strangers Reliably know what to do if they are exposed to unpleasant materials on any device Reliably uses a more complex password to access resources. Know what the key words are to enter into a Search engine to find information they want. Can select useful websites from the results of a search.
Information Technology	 Know how to save a document in a shared folder and retrieve this to continue working on it. Computer. On an iPad work could be shared by Airdrop or equivalent. Know how to organise their personal folder effectively for instance by organising work into folders for each year at school Know how to change font size and style; include shapes and backgrounds and to use the Spellcheck function Know how to use sequence to create an effective presentation or video Keynote, Powerpoint or iMovie. Know how to deliver a simple presentation to their peers
Computer Science	 Know how to use a program to sequence, use conditionals and use a variety of inputs and outputs (Logo/Scratch). Know how to explain how their program works Know how to modify their program and Know how to predict the effects of any changes Know how to break sets of instructions into short steps to achieve goal. For instance drawing repeated squares to make a pattern,

	Year 5
Online Safety and Digital Literacy	 Know the risks posed to them by using Social Media, including understanding that people may not be who they say they are. Know that it is irresponsible to share images of friends on-line without their permission. Know how to report concerns on-line. Effectively use a search engine to find multiple criteria using AND/OR to refine searches Know how to compare information from different websites and know that some sites may show bias
Information Technology	 Know how to share their work from their personal folder to work collaboratively with others. Know how to use software to create and effective poster or leaflet. Know how to select the best program for the task. Using software know how to add data into a prepared spreadsheet to answer simple questions. For instance using Excel Independently, prepare an effective presentation to show their learning to others which includes some elements of timing or sequence. For instance in Keynote, Powerpoint, iMovie
Computer Science	 Use customisation to change a working program to change its effect backgrounds and sprite in scratch) Uses loops to achieve goals (Scratch – shapes, letters) Uses variables, conditional sentences (when/then), external triggers and loops to achieve set goals (creating game in Scratch, an interactive slides in Powerpoint or Keynote for instance to create an interactive story)

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Online Safety and Digital Literacy	 Know how to reduce the risks posed by using Social Media by managing their friends lists and privacy settings. Know that it is illegal to post or view 'rude' images of children. Know that hacking or misusing someone else's account is illegal. Know that search results can be manipulated by sponsorship and advertising. Know how to validate information found through searches by checking more than one source. Know that some news is 'fake.'
Information Technology	 Know how to use the main features of office software to produce suitable documents and presentations for an audience. Microsoft Office or Apple suite or equivalent. Know how to edit a picture. For instance in Paint.net Know how to create a simple formula in a spreadsheet to work out given mathematical tasks such as adding a set of numbers. to create and sequence a video, add sound effects, transitions and title/subtitles. iMovie – much harder in Windows software. Know how to use two or more programmes to create a final piece of work. (eg, edit a picture before inserting into a document).
Computer Science	 Use conditional sentences (when/then) to program objects (Kodu, Scratch) As above but use mathematical expressions when constructing conditionals eg trigger winning when (If loops >5 then) Know how to explain what a program might do and accurately predict the effect of changes