



Computing Progression: EYFS and KS1

	Nursery	Reception	Year 1	Year 2
Learning to be a Computer Scientist	I know how to operate simple equipment, e.g. turns on CD player and uses remote control. (Technology 30-50 – T1)	I can use programmable toys. I can complete a simple program on a computer. (Technology 40-60 – T1)	I can understand how many everyday devices respond to commands.	
	I can follow very simple instructions given by a teacher. I can respond to simple instructions. (Understanding 30-50 – U4)	I can respond to instructions involving a two-part sequence. (Understanding 40-60 – U1) I can follow instructions involving several ideas or actions. (ELG)	I can give and follow instructions using Forward and Backward commands (arrows) and the Go command, one at a time.	I can give, follow and complete an algorithm that uses directional language.
		I can sequence a simple set of instruction in the correct order. I can order & sequence familiar events. (SSM 40-60 – SSM9)	I can explore outcomes when instructions are given in a sequence.	I can give and follow an algorithm to make half and quarter turns left and right using a range of commands e.g. Left 90, Right 90 on TextTease Turtle.
		I can give instructions. I can order & sequence familiar events. (SSM 40-60 – SSM9)	I can give and write a simple sequence of instructions.	I can use recognised language to write an algorithm.
			I can discuss/explore what will happen when instructions are given in a sequence.	I can create, test and debug an algorithm for a given purpose including moving and rotating.
				I can begin to create a repeating algorithm using repeat commands.
	I can show skill in making toys work by pressing parts to achieve effects such as sound, movements or new images. (Technology 30-50 – T3)	I can select and use technology for particular purposes. (ELG)	I am beginning to understand the term algorithm.	I understand that an algorithm is a set of clear and precise instructions.

	Nursery	Reception	Year 1	Year 2
Learning to be a Creator	<p>I can recognise a computer.</p> <p>I know that information can be retrieved from a computer (Technology 30-50 – T4)</p>	<p>I can name different parts of a computer.</p> <p>I can recognise that a range of technology is used in places such as homes & schools. (ELG)</p>	<p>I know what each part of a computer does e.g. keyboard types etc.</p>	
		<p>I can log on and off with support.</p>	<p>I can switch on and shutdown a computer (including using log in).</p>	<p>I can use a computer's basic functions e.g. turn on/shut down, log on/off independently.</p>
	<p>I can move a mouse.</p> <p>I know how to operate simple equipment. (Technology 30-50 – T1)</p>	<p>I can begin to use a mouse to navigate around the screen.</p> <p>I can use ICT hardware to interact with age-appropriate computer software. (Technology 40-60 – T2)</p>	<p>I can use a mouse accurately to open programs and drag objects.</p>	
		<p>I can identify what the print icon is.</p> <p>I can select and use technology for a particular purpose. (ELG)</p>	<p>I can save and open a file.</p>	<p>I can use basic computer skills e.g. saving work, use a folder.</p>
		<p>I can enter text using a keyboard.</p> <p>I can use ICT hardware to interact with age-appropriate computer software. (Technology 40-60 – T2)</p>	<p>I can type on a keyboard.</p>	<p>I can type a simple document/email.</p>
			<p>I can select and edit text e.g. size, colour and font.</p>	<p>I can edit a simple document/email.</p>
	<p>I can say when something is still and when it moves.</p>	<p>I know the difference between a digital image and a moving image.</p> <p>I know about similarities & differences in relation to places, objects, materials & living things. (ELG)</p>	<p>I can use a digital camera to photograph or record a class activity.</p>	<p>I can create a digital video and export/upload the clips.</p>
	<p>I can show an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. (Technology 30-50 – T1)</p>	<p>I can take a picture and video.</p> <p>Uses ICT hardware to interact with age-appropriate computer software. (Technology 40-60 – T2)</p>	<p>I can use images that I have taken within another software.</p>	<p>I can add and format an image.</p>

	Nursery	Reception	Year 1	Year 2
Learning to be a Creator	<p>I can take a picture with support and play a recording with support.</p> <p>I show an interest in technological toys with knobs or pulleys, or real objects such as cameras or mobile phones. (Technology 30-50 – T2)</p>	<p>I can record using a microphone.</p> <p>I can use ICT hardware to interact with age-appropriate computer software. (Technology 40-60 – T2)</p>		
			I can create a pictogram using the computer.	I can create and edit a range of simple graphs using a computer.
	<p>I can experiment with digital painting/drawing with support.</p> <p>I can complete a simple program on a computer. (Technology 40-60 – T1)</p>	<p>I can experiment with digital painting/drawing.</p> <p>I can use ICT hardware to interact with age-appropriate computer software. (Technology 40-60 – T2)</p>	I can use a range of paintbrush sizes, colours and types when creating digital art.	I can use a range of tools in a computer program to reproduce a style of art.
			I can create shapes with different coloured outlines and fills.	I can change the shade of a colour for effect.
			I can use word processing programmes to create simple posters.	I can edit text in a word processor e.g. .word, publisher, PowerPoint.
				I can send and open an email.
			I can complete a search using a child friendly search engine under the supervision of adults.	I can understand what a search engine is and can use a child friendly search engine independently.
			I can explore a website by clicking on buttons, arrows, menus and hyperlinks.	I can use the Internet to find information for a topic, with support (Favourites file, hyperlinks set up by the teacher).



	Nursery	Reception	Year 1	Year 2
Learning to be SMART – E-Safety		I can understand that my login is just for me.	I can understand why my login has a password.	I can understand why a secure password is important and should be kept private.
	I know that information can be retrieved from computers. (Technology 30-50 – T4)	I know that many people use the internet to receive information. I know that a range of technology is used in places such as homes and schools. (ELG)	I can begin to understand that I leave a digital footprint when using the internet.	I can understand that the internet can be used to communicate with people all around the world.
	I can ask for help from an adult. I show confidence in asking adults for help. (Self-confidence and self-awareness 30-50 – SCSA6)	I can ask for help when an unfamiliar box appears on a computer/iPad. I can say when I do or don't need help. (ELG)	I know ways to be safe on the internet (SMART).	I know that people may not be who they say they are online.
		I can begin to understand the SMART rules and why we have them. I can work as part of a group or class and understand and follow the rules. (ELG)	I can understand the SMART rules and why we have them.	I can remember and explain the SMART rules.
	I can use devices that may have the internet with support. I can select and use activities and resources with help. (Self-confidence and self-awareness 30-50 – SCSA1)	I can begin to safely use the internet when supervised by an adult. I can choose the resources I need for my chosen activity. (ELG)	I can use the internet to explore.	I can use the internet to research a given topic.
			I can begin to understand what cyberbullying is and know how to protect myself with the SMART rules.	I can write clear and respectful messages when communicating online.



Computing Progression: KS2

	Year 3	Year 4	Year 5	Year 6
Learning to be a Computer Scientist	I can explain how simple algorithms work and begin to spot errors by testing.	I can explain how simple algorithms work and spot errors by extensively testing.	I can begin find the relevant part of an algorithm to debug using decomposition.	I can find the relevant part of an algorithm to debug using decomposition.
	I can create and debug an algorithm using the move, rotate and repeat commands.	I can create and debug an algorithm using the move, rotate and repeat commands with the intention of meeting a specific goal.	I can create a program with a purpose that can be controlled by an end-user using input and output systems.	I can use a range of programming language to write purposeful programs and explain the systems that enable it to function.
		I can create and use variables to store relevant information.	I can test and edit my program by altering variables e.g. speed, score target to alter the outcome.	I can use logical reasoning to detect and correct a range of errors including logical, semantic and syntax errors and explain why the error occurred.
	I can create and debug algorithms that draw regular polygons and patterns,	I can create a procedure to draw regular polygons or patterns using the skills of sequence, selection and repetition.	I can begin to use decomposition to break a complex program into a series of manageable procedures and functions.	I can solve problems by using decomposition to break a complex program into a series of manageable procedures and functions.
	I can realise the importance of accurate instructions.	I can apply my knowledge regarding accurate instructions to ensure algorithms function properly.	I can apply my knowledge of accuracy to ensure my procedures interact as expected.	I can apply my knowledge of accuracy to ensure my procedures interact as expected and debug to ensure expected outcome.

	Year 3	Year 4	Year 5	Year 6
Learning to be a Creator	I can use basic computer skills e.g. save, open etc.	I can keep my files organised with relevant filenames.		
	I can use the CTRL key to use key commands.			
	I can edit text by changing case, aligning, using bullet points/ numbers.	I can edit and enhance images and text to make them more presentable.	I can digitally alter and manipulate images.	
	I can insert and format text boxes.	I can create a document/ presentation including images, word art etc.		
	I can lay out a page effectively by inserting, ordering and grouping objects as well as formatting.	I can arrange and layer objects including titles and backgrounds.		
	I can understand how a search engine works and how word order can effect search results.	I can use a search engine to find relevant and reliable information using key search words e.g. "" and NOT/-.	I can use a range of search engines and am beginning to use keywords effectively.	I can use a range of search engines and keywords effectively to find reliable information.
				I can explain how the internet/ the cloud works and how its services are used around the world e.g. communication, as well as explain the acronym WWW.
	I can create a hyperlink to a reliable/saved page.	I can use hyperlinks in my work to reference a reliable/saved page.	I can create a simple webpage by inserting images, heading and hyperlinks.	

	Year 3	Year 4	Year 5	Year 6
Learning to be a Creator			I can explore 3D modelling using a range of concrete and computer methods e.g. plasticine, SketchFab.	
			I can create a simple animation using 3D models and gradual changes.	
	I understand the principles of animation and create an animation using gradual frame changes.	I can create and edit video footage and add titles, audio/soundtracks and transitions to make it presentable.	I can edit the raw animation footage to create a presentable end product.	I can edit raw footage to create a purposeful digital film/ presentation by adding audio and a soundtrack to make it impactful.
	I can present data effectively using a range of software.	I can collect, analyse and present data accurately.	I can store and edit information in a spreadsheet using simple formulae with support.	I can store and edit information in a spreadsheet using formulae independently.
			I can understand the benefits of using a spreadsheet to process and view data.	I can process information using formulae to answer questions about a dataset.
		I can use timing on a presentation.		



	Year 3	Year 4	Year 5	Year 6
Learning to be SMART – E-safety	I can understand that my accounts and passwords keep my information safe and private.	I can create a secure password using capital letters, numbers and symbols.	I know that if I share my passwords online or access unsecure sites then I put my information at risk.	I know all the ways to keep my account secure and that my account name should not be associated with my real name.
	I can understand the term identity theft and know how to protect myself.	I can understand what is meant by spam and how we should protect ourselves from it.	I can understand that not all websites are secure and to understand what a privacy policy/seal is.	I can understand that that are identity theft scams online and how that information may be used.
	I know who/where to go to when I have concerns.	I can explain what to do if I am worried online and know about CEOPS.	I know that I should talk to an adult I trust or CEOPs if I feel worried.	I know the risks of being online and can identify when I need help and support.
	I can explain the SMART rules and apply them to actual situations.	I can explain the SMART rules and give examples for each situations.	I can apply the SMART rules to a range of situation and point out when a situation is dangerous.	I can link the SMART rules to social media usage and know what is and isn't acceptable online.
	I can begin to understand what it means to be a good digital citizen.	I can understand what it means to be a good digital citizen.	I can begin to understand the dangers of social media.	I can stay safe when using interactive technologies such as online games and social media.
	I can understand the effect of cyberbullying and know what to do if I experience this.	I can understand what it meant by plagiarism and the consequences of plagiarising.	I can compare cyberbullying to in-person bullying and learn strategies for coping with it.	I can understand the need to have a positive online persona to maintain professional relationships and that once something is online it can't be taken back.