

	Computing Whole School Progression Map							
	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Information Technology	Talk about different kinds of information such as pictures, videos, text and sound. Use a mouse and touch screen to move objects on a screen. Create shapes and text on a screen.	ways in which information can be shown.	Create a graph or chart using data collected on a specific topic area. Talk about the data that is shown in their chart or graph. Explain how investigating data can be used to answer a question. Use a variety of software to manipulate and present digital content in different ways with increasing independence. Talk about the different ways to use technology to collect information, including a camera or sound recorder. Use the keyboard on their device to add, delete, edit and format text. Talk about an online tool that will help them to share their ideas with other people. Save and open files on the device they use from a specific file location.	difference between data and information. Talk about the different ways data can be converted into information. Search a ready-made database to answer specific questions.	Demonstrate the different ways data can be organised. Demonstrate the different ways data can be converted into information. Make a branching database. Collect data and identify where it could be inaccurate. Plan, create and search a database. Select the best way to present data to a specific audience. Log data using a device. Use photos, video and sound to create an atmosphere when presenting to different audiences. Be confident to explore new media to extend what they can achieve. Change the appearance of text to increase its effectiveness depending on the audience or mood.	Choose an appropriate tool to help them collect data. Present data in an appropriate way depending on the theme or audience. Use a spreadsheet and database to collect, record and evaluate data. Search a database using different operators to refine a search. Talk about errors in data and suggest how it could be checked. Use text, photo, sound and video editing tools to evaluate and refine their work. Be able to use a variety of familiar and unfamiliar software by using a pre-existing skill set. Select, use and combine the appropriate technology tools to create effects in media. Select an appropriate online or offline tool to	data for their investigation. Check the data they collect for accuracy and plausibility. Plan the process needed to investigate set environment or setting. Interpret and present the data they collect. Use the skills develope to interrogate a database. Uses a range of strategies to increase the accuracy of keyword searches. Makes confident inferences about their effectiveness. Talk about audience, atmosphere and structure when planni a particular media outcome. Combine a range of	



					Create, modify and present documents for a particular purpose and audience. Use a keyboard confidently and make use of a spellchecker to write and review their work. Use an appropriate tool to share their work and collaborate online. Be able to evaluate other people's work and give them constructive feedback to help them improve their work.	their own work and support others in improving their work. Acknowledges sources of information appropriately.	Confidently identify the potential of unfamiliar technology and how it can be used effectively. Explain why they select a particular online tool for a specific purpose. Be digitally discerning when evaluating the effectiveness of their own work and the work of others. Recognises the importance of copyright and how to acknowledge the sources of information.
Computer Science	Be able to give a floor robot instructions to make it move. Use simple software and explain what you are doing. Understand what happens when you click a button or touch an icon.	Press buttons in the correct order to make a robot follow a short sequence. Understand what an algorithm is and be able to create a simple algorithm. Understand and explain how algorithms are used in every- day life. Begin to predict what will happen for a short	Understand what an algorithm is and demonstrate simple linear algorithms. Be able to explain the order needed to do things to make something happen and to talk about it as an algorithm. Programme a robot or software to do a particular task. Look at a basic program and explain what will happen. Use programming software and applications to make objects move. Use logical reasoning to predict and debug more complex	of precise instructions. Repeatedly test a program and recognise when they need to debug it. Detect a problem in an	Design simple algorithms using loops and repeats, whilst detecting and correcting errors is debugging. Write and execute an efficient program, using loops such as forever, repeat & repeat until commands. Decompose a problem into smaller parts with some verbal reasoning. Has an understanding of how sequencing, using inputs and repetition in programs has specific effects on the output, works with 'loops' and understands their effect. Recognise that an algorithm will help to sequence more	-	algorithms. Demonstrate a range of different strategies to solve a problem including: abstraction, decomposition, logic & evaluation. Understand why sequence & patterns are important when



	software or applications to create movement and patterns on a screen. Use the word debug to correct an algorithm that doesn't work in the way it was intended.	confidence & efficiency.	of increasing complexity that accomplish a specific goal.	Use logical reasoning to predict and debug more complex programs including loops and repeats.	Use logical reasoning to predict and debug more complex programs including selection. Uses programs linked to physical systems and sensors e.g. the alarm goes off when the sensor is triggered. Design, write and execute an efficient program, which demonstrates and understanding of the difference between,	Use a variable to increase programming possibilities. Use a variable and relational operators (e.g. < = >) within a loop to stop a program. Evaluate the effectiveness and efficiency of an algorithm while continually testing the programming of that program. Use different inputs (including sensors) to control a device or onscreen action and predict what will happen. Use logical reasoning to predict and debug more complex programs
Can identify a device that uses technology. Ask permission before using the Internet. Tell an adult if something worrying or unexpected happens whilst using technology.	Understand why we need passwords. Understand that we must keep passwords private. Explain what personal information is. Understand that we must keep personal information private. Communicate safely and respectfully online. Know what to do when concerned about online content.	Understand the need to keep a password private. Understand the need to keep personal information private. Demonstrate the use of technology responsibly in terms of how we use it and the time we spend using it. Know how to report inappropriate content or contact online.	responsibilities and actions to others online. Children consider that all of the media they see could have been altered. Understand how to use a search engine responsibly and safety.	Understand that media can be edited online for advertising and other purposes. Recognise what is acceptable and unacceptable behaviour when using technology and online services. Children understand how effective a strong password is and what a strong password looks like.	footprint. Understand the dangers of building online relationships. Explain what the consequences might be to using technology inappropriately or accessing inappropriate	Copywriting is and using someone else's work



Talk about technology that is used at home, in school and in the world around them. Use a safe part of the Internet to explore, play and learn.	Know what to do if someone tries to contact you online. Recognise that a range of digital devices and products can be considered computers. Recognise the ways in which technology is used in their homes and community. Understand that computers have no intelligence and can do nothing without being programmed. Begin to identify some of the benefits to using technology.	Children can explain why they use technology in the classroom, in their homes and in the community. Identify the benefits of using technology, such as creating content and communicating efficiently. Can identify a computer by knowing that it has inputs, a processor and outputs. Can identify parts of a	Save and retrieve work online, on the school network and their own device. Tell you ways to communicate with others online. Knows how navigate the web responsibly. Can carry out effective web searches to collect digital content. Think about whether they can use images that they find online in their own work.	when searching safely on the World Wide Web. Show an awareness of a	for different purposes. Use a search engine effectively to find appropriate information and check the reliability of a website. Understand how search results are selected and ranked and the algorithms they use. Recognise and evaluate different types of information they find on the World Wide Web.	parts of a webpage. Understands how to construct a website using basic HTML tags. Explain what copyright and acknowledge the sources of information that they find online. Understands how data transmitted across a
	Can identify parts of a computer including what an input and output is.	that they find online in their own work.	Show an awareness of a range of Internet services such as the World Wide Web, email and instant messaging. Explain how to check who owns photos, text			
	that is used at home, in school and in the world around them. Use a safe part of the Internet to explore, play	 someone tries to contact you online. Talk about technology that is used at home, in school and in the world around them. Use a safe part of the Internet to explore, play and learn. Recognise the ways in which technology is used in their homes and community. Understand that computers have no intelligence and can do nothing without being programmed. Begin to identify some of the benefits to using 	Image: Someone tries to contact you online.someone tries to contact you online.Talk about technology that is used at home, in school and in the world around them.Recognise that a range of digital devices and products can be considered computers.Children can explain why they use technology in the classroom, in their homes and in the community.Use a safe part of the internet to explore, play and learn.Recognise the ways in which technology is used in their homes and community.Children can explain why they use technology in the classroom, in their homes and in the community.Understand that computers have no intelligence and can do nothing without being programmed.Can identify a computer by knowing that it has inputs, a processor and outputs.Can identify parts of a computer including what an input andCan identify parts of a computer including what an input and	Image: some one tries to contact you online.some one tries to contact you online.Some one tries to contact you online.Some one tries to contact you online.Talk about technology that is used at home, in school and in the wordd around them.Recognise that a range of digital devices and products can be considered computers.Children can explain why they use technology in the classroom, in their homes and in the community.Save and retrieve work online, on the school network and their own device.Use a safe part of the Internet to explore, play and learn.Recognise the ways in which technology is used in their homes and community.Children can explain why they use technology in the classroom, in their homes and in the community.Save and retrieve work online, on the school network and their own device.Understand that computers have no intelligence and can do nothing without being programmed.Can identify a computer by knowing that it has inputs, a processor and outputs.Can identify a processor and outputs.Can identify parts of a computer including what an input andThink about whether they can use images that they find online in their own work.	Image: someone tries to contact you online.someone tries to contact you online.Someone tries to contact you online.Talk about technology that is used at home, in school and in the world around them.Recognise that a range of digital devices and products can be considered computers.Children can explain why they use technology in the classroom, in their homes and in the community.Save and retrieve work online, on the school network and their own device.Understand the difference between the internet to explore, play undect technology is used in their homes and computers have no intelligence and can do nothing without being programmed.Children can explain why they use technology in the classroom, in their homes and in the community.Save and retrieve work online, on the school network and their own device.Understand the messaging and email.Use a sofe part of the Internet to explore, play and learn.Recognise the ways in which technology is used in their homes and community.Children can explain 	Image: some one tries to contact you online.some one tries to contact you online.Some one tries to contact you online.Image: some one tries to contact you online.<