Computing Progression Maps

Reception Computing Progression Map

Autumn Term	Spring Term	Summer Term
Children will: Recognise that a range of technology is used in homes and schools. Select and use technology for particular purposes. Use Smartie the Penguin Use remote control toys to make them move. Use Millie's mouse skills to become familiar with the mouse. Learn about parts of the desktop computer	Children will: Use language related to computing. Explore Digiduck stories. LGFL Undressed- video and song about getting undressed in front of a tablet. Know which button represents which action on a Beebot or a game. Use games to develop skills in curriculum areas such as maths. Learn that computers are in everyday technology such as phones and washing machines.	Children will: Continue to build on skills explored in Autumn and Spring terms. Continue to use language related to computing Explore: Jessie and Friends Episode 1 Swoosh, Glide and Rule 5 – basic tablet rules. Use simple algorithms – putting pictures in order and changing when needed. Colour Magic to practise mouse skills.

Year One Computing Progression Map

Autumn Term	Spring Term	Summer Term
Children will: Understand what algorithms are. How algorithms follow instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs. Use technology safely and respectfully Know how to keep information private Identify where to go for help and support when there are concerns about content on the Internet or other technologies. Use technology to create, organise, store, manipulate and retrieve digital content. Recognises common uses of information technology beyond school. Know how to program Beebot to follow simple instructions Make simple sets of instructions. Learn to log on to the computer Practice writing names on a basic word processor. Improve mouse skills using skills using Colour Magic, Paint or a variety of games.	Children will: Continue to work skills linked to algorithms which was started in the Autumn term Continue to use technology safely and respectfully. Continue to use technology purposefully in their work. Appropriately use vocabulary linked to computing. Use programs linked to: Digital citizenship: Pause for People. Smartie the Penguin (Year 1) Safer Internet Day Cyber Kindness Make predictions about an algorithm or a program. Learn how to save work. Find the camera icon and take photographs on an I Pad. Retrieve the photographs taken Use a keyboard to type using a space bar to separate words. Use caps lock and full stop keys to demarcate simple sentences Learn how to save work	Children will: Continue to develop understanding of algorithms; how they are implemented and how they need clear, precise instructions to work. Use technology safely and respectfully Use vocabulary appropriately. Use programmes linked to: Safety in my Online Neighbourhood. The Internet Toys- -staying safe with toys that connect to the Internet Use Beebots to plan a simple route Debug a program so that Beebot goes to the right place Use Beebot app levels 1-5 to sequence instructions Use Purple Mash Lego Builders and Maze explorers to program and debug. Learn how to record a video message. Type two sentences using spaces, capital letters and full stops. Learn how to combine text and photos.

Year Two Computing Progression Map

Autumn Term	Spring Term	Summer Term
Children will: Understand what algorithms are. How algorithms follow instructions. Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs. Use technology safely and respectfully Know how to keep information private Identify where to go for help and support when there are concerns about content on the Internet or other technologies. Use technology to create, organise, store, manipulate and retrieve digital content. Recognises common uses of information technology beyond school. Use Beebots to program more complex routes Make routes using precise instructions. Use Alex to sequence instructions and debug to solve simple problems. Confidently use a mouse. Create simple images using Colour Magic or Paint. Add a suitable picture into a piece of work. Type text including basic punctuation. Use the back space key, highlight and change fonts, colours and size of text	Children will: Continue to work on skills linked to algorithms which was started in the Autumn term Continue to use technology safely and respectfully. Continue to use technology purposefully in their work. Appropriately use vocabulary linked to computing. Recognise common uses of information technology beyond school. Use programs such as: Putting a stop to Online Meanness. Smartie the Penguin (Year 2 version) Safer Internet Day What is Malware? Make up, write down and debug complex routes using apps such as Alex, Beebots and Probot- introducing clockwise, anticlockwise, ¼, ½ and ¾ turns. Draw and modify pictures using Colour Magic, save, reopen, modify then save before printing. Use a photo and insert into Colour Magic. Combine simple texts and graphics to make simple books.	Children will: Continue to work on algorithms; create and debug simple programs; use logical reasoning to make predictions linked to simple programs. Continue to use technology safely and respectfully. Continue to use technology purposefully. Appropriately use vocabulary Children will use programs such as: Internet Traffic Light That's Private Activities to consolidate online safety Use Swiggle as a safe online search engine. Block programming- write, implement and debug algorithms using Scratch Junior. Scratch Junior Travel Planning Scratch Junior Dance Planning Combine simple text and graphics to create a poster using Word / Publisher/ Powerpoint. Save and Retrieve and print work. Open saved work and add further information Combine images, recordings and text to make an I movie