



EYFS		National Curricu	lum KS1		National Curriculur	 ational Curriculum KS2 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work 			
Personal, Social a Remember rules remind them. Show resilience a challenge. Know and talk ab support their ove sensible amounts Physical Develop Match their deve and activities in t Develop their sm use a range of to confidently. Expressive Arts an Explore, use and to express their in Understanding th Communities) Explore how thin	FS National Curriculum KS1 rsonal, Social and Emotional Development understand what algorithms are; how they are imple programs on digital devices; and that programs exec following precise and unambiguous instructions ow resilience and perseverance in the face of a allenge. use logical reasoning to predict the behaviour of sim ow and talk about the different factors that oport their overall health and wellbeing: - nsible amounts of 'screen time'. use technology purposefully to create, organise, sto and retrieve digital content sysical Development use technology safely and respectfully, keeping pers information private; identify where to go for help ar when they have concerns about content or contact or other online technologies. e a range of tools competently, safely and fidently. or other online technologies. pressive Arts and Design olore, use and refine a variety of artistic effects express their ideas and feelings. or other online technologies. derstanding the World (People and mmunities) olore how things work. or other online technologies.		they are implemented as programs execute by istructions chaviour of simple programs organise, store, manipulate on technology beyond school , keeping personal og for help and support ent or contact on the interne	 design, write including con by decompo use sequence variables and use logical re and to detece understand of can provide opportunitie use search te selected and select, use and services) on of programs, including col information use technoloc acceptable/u report concer 	 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problem by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital contert select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact 				
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Units	PSHE Unit Safe Inside and Out (Internet safety Computing Objectives achieved through provision	Technology around us Digital Painting Moving a Robot	IT Around Us Digital Photography code.org Course A	Connecting Computers code.org Course C Desktop Publishing Stop Frame Animation	The Internet code.org Course D Data Logging	Sharing Information Jimu Robots Powerpoint Slideshows Video Production	Communication Spreadsheets Programming – Raspberry Pi HTML and CSS		
Computing Systems and Networks	I understand that there are different devices I understand devices can be used to access the internet I know that the internet connects us to others I know that the internet helps us in lots of ways	I can explain how different technology examples help us I can explain technology as something that helps us I can locate examples of technology in the classroom and home I can name the main parts of a computer I can switch on and log into a computer	I can describe some uses of computers I can identify examples of computers I can identify that a computer is a part of IT I can identify examples of IT I can identify that some IT can be used in more than one way I can find examples of information technology, sort IT by where it is	I can explain that digital devices accept inputs and produce outputs I can describe and follow a process I can classify input and output devices I can design a digital device I can explain how I use digital devices for different activities I can recognise similarities and suggest	I can demonstrate how information is shared across the internet I can describe the internet as a network of networks I can discuss why a network needs protecting I can describe networked devices and how they connect	I can describe that a computer system features inputs, processes, and outputs I can explain that computer systems communicate with other devices I can explain that systems are built using a number of parts I can explain the benefits of a given computer system	I can compare results from different search engines I can complete a web search to find specific information I can refine a search I can explain why we need tools to find things online I can recognise the role of web crawlers in creating an index		



Computing Progression Map



				1.00			
		I can use a mouse and a keyboard I can open my work from a file	found and explain its uses I can demonstrate how IT devices work together I can say why we use IT	differences between using digital devices and non-digital tools I can explain how messages are passed through multiple connections I can recognise different connections I can demonstrate how information can be passed between devices I can explain the role of a switch, server, and wireless access point in a network I can recognise that a computer network is made up of a number of devices I can identify how devices in a network are connected together I can identify networked devices around me I can identify the benefits of computer networks	I can explain that the internet is used to provide many services I can recognise that the World Wide Web contains websites and web pages I can describe how to access websites on the WWW I can describe where websites are stored when uploaded to the WWW I can explain the types of media that can be shared on the WWW I can explain that to internet services can be used to create content online I can explain what media can be found on websites I can recognise that I can add content to the WWW I can explain that websites and their content are created by people I can suggest who owns the content on websites	I can identify tasks that are managed by computer systems I can identify the human elements of a computer system I can explain that data is transferred over networks in packets I can explain that networked digital devices have unique addresses I can recognise that data is transferred using agreed methods I can explain that the internet allows different media to be shared I can recognise that connected digital devices can allow us to access shared files stored online I can send information over the internet in different ways I can explain how the internet enables effective collaboration I can identify different ways of working together online I can recognise that working together on the internet can be public or private	I can relate a search term to the search engine's index I can explain that a search engine follows rules to rank relevant pages I can explain that search results are ordered I can suggest some of the criteria that a search engine checks to decide on the order of results I can describe some of the ways that search results can be influence I can explain how search engines make money I can recognise some of the limitations of search engines I can choose methods of communication to suit particular purposes I can explain the different ways in which people communicate I can identify that there are a variety of ways of communicating over the internet I can compare different methods of communicating on the internet I can explain that communication on the internet may not be
Creating Media	I can take photographs on a digital camera I can view my	I can draw lines on a screen and explain which tools I used	I can explain what I did to capture a digital photo	I can explain the difference between text and images		I can identify and compare features in different videos	private
	photographs						





I can delete low quality	I can use the shape,	I can recognise what	I can identify the	I can explain that video	
photographs	square and line tools	devices can be used to	advantages and	is a visual media format	
	I can use the paint tools	take photographs	disadvantages of using	I can experiment with	
	to draw a picture	I can explain the process	text and images	different camera angles	
	I can use the tools to	of taking a good	I can change font style,	I can identify and find	
	recreate the work of an	photograph	size, and colours for a	features on a digital	
	artist	I can take photos in both	given purpose	video recording device	
	I can choose appropriate	landscape and portrait	I can edit text and	I can make use of a	
	paint tools and colours	format and why it looks	explain that text can be	microphone	
	to recreate the work of	better	changed to	I can review how	
	an artist	I can identify what is	communicate more	effective my video is	
	I can say which tools	wrong with a	clearly	I can create and save	
	were helpful and why	photograph cnd can	I can define the term	video content	
	I know that different	improve a photograph	'page orientation'	I can decide which	
	paint tools do different	by retaking it	l can recognise	filming techniques I will	
	jobs	I can experiment with	placeholders and say	use	
	I can change the colour	different light sources	why they are important	I can outline the scenes	
	and brush sizes	I can explain why a	I can paste text and	of my video	
	I can spot the	picture may be unclear	images to create a	l can explain how to	
	differences between	I can explore the effect	magazine cover	improve a video by	
	painting on a computer	that light has on a photo	I can choose a suitable	reshooting and editing	
	and on paper	I can recognise that	layout for a given	I can select the correct	
		images can be changed	purpose	tools to make edits to	
		I can identify which	I can compare work	my video	
		photos are real and	made on desktop	I can store, retrieve, and	
		which have been	publishing to work	export my recording to a	
		changed	created by hand	computer	
			I can identify the uses of	l can evaluate my video	
			desktop publishing in	and share my opinions	
			the real world	I can make edits to my	
			l can create an effective	video and improve the	
			flip book—style	final outcome	
			animation	I can recognise that my	
			I can predict what an	choices when making a	
			animation will look like	video will impact on the	
			I can describe an	quality of the final	
			animation that is	outcome	
			achievable on screen		
			I can evaluate the	I know what a	
			quality of my animation	Powerpoint slideshow is	
			I can use onion skinning	I can identify features of	
			to help me make small	slideshows	
			changes between	I can compare features	
			frames	in different slideshows	
			I can explain ways to		
			make my animation		





I can understand the
difference between
HTML and CSS
I can edit HTML and CSS
l can write my own
HTML
I can download and
upload images to a
webpage
I can edit HTML and CSS
I can write my own CSS
I can use different styles
to improve how a
webpage looks
I can use HTML lists
I can edit colours in CSS
I can use nested tags in
HTML
I can use different CSS
classes
I can create different
CSS styles





	I can predict the outcome of a sequence involving up to four command I can choose the order of commands in a sequence I can debug my program I can explain what my program should do I can identify several possible solutions I can plan two programs I can use two different programs to get to the same place	I can use loops to make algorithms more efficient I can write a picture algorithm to control a character on screen with a loop I can use different code to achieve my own goals	I can create a game using code based around events I can build a step by step sequence I can write algorithms for specific events To create a game using code based around events	I can use a while loop – a loop that repeats while something is true/untrue I can create code with until loops – to continue until something changes I can use all different types of loop within one program to create a game around different events	I can style text and use different fonts I can use hyperlinks in webpages I can embed resources into webpages
Data and Information				I can choose a data set to answer a given question I can identify data that can be gathered over time I can suggest questions that can be answered using a given data set I can explain that sensors are input devices I can identify that data from sensors can be recorded I can use data from a sensor to answer a given question I can identify a suitable place to collect data I can identify the intervals used to collect data I can talk about the data that I have captured I can use a computer program to sort data	I can answer questions from an existing data set I can ask simple relevant questions which can be answered using data I can explain the relevance of data headings I can apply an appropriate number format to a cell I can build a data set in a spreadsheet application I can explain what an item of data is I can construct a formula in a spreadsheet I can explain the relevance of a cell's data type I can identify that changing inputs changes outputs I can apply a formula to multiple cells by duplicating it I can create a formula which includes a range of cells





Internet	I know about safe and	I can create rules for	I can talk about different	I can reflect on my own	I can use a computer to view data in different ways I can plan how to collect data using a data logger I can propose a question that can be answered using logged data I can use a data logger to collect data I can draw conclusions from the data that I have collected I can explain the benefits of using a data logger I can interpret data that has been collected using a data logger	I can explain how the	I can recognise that data can be calculated using different operations I can apply a formula to calculate the data I need to answer questions I can explain why data should be organised I can use a spreadsheet to answer questions I can produce a graph I can suggest when to use a table or graph I can use a graph to show the answer to questions
Internet Safety	I know about safe and unsafe situations online I know that I can ask for help from my special people I can follow rules regarding careful and safe use of technology, and begin to understand terms such as screen time in order to support my overall wellbeing	I can create rules for using technology responsibly I can discuss how we benefit from these rules I can give examples of some of these rules I can identify rules to keep us safe and healthy when we are using technology in and beyond the home I can identify what things count as personal information; I can identify what is appropriate and inappropriate behaviour on the internet I can agree and follow sensible online safety rules I can seek help from an adult when I see something that is unexpected or worrying;	I can talk about different rules for using IT and how it keeps me safe I can identify what things count as personal information I can identify what is appropriate and inappropriate behaviour on the internet I can agree and follow sensible online safety rules, e.g. taking pictures, sharing information, storing passwords I can seek help from an adult when I see something that is unexpected or worrying I can demonstrate how to safely open and close applications and log on and log off from websites;	I can reflect on my own digital footprint and behaviour online; I can identify what is appropriate and inappropriate behaviour on the internet, recognising the term cyberbullying; I can agree and follow sensible online safety rules, e.g. taking pictures, sharing information, storing passwords; I can seek help from an adult when I see something that is unexpected or worrying; I can demonstrate understanding of age- appropriate websites and adverts;	I can explain that not everything on the World Wide Web is true I can explain that there are rules to protect content I can explain why I need to think carefully before I share or reshare content I can explain why some information I find online may not be honest, accurate, or legal I can reflect on my own digital footprint and behaviour online; I can identify what is appropriate and inappropriate behaviour on the internet, recognising the term cyberbullying; I can agree and follow sensible online safety rules, e.g. taking pictures, sharing	I can explain how the internet enables effective collaboration I can recognise that working together on the internet can be public or private I am encouraged to identify online risks and share knowledge of the risks and consequences for people online. I can begin to think more critically about what I see online I can protect my password and other personal information I can be a good online citizen and friend I can judge what sort of privacy settings might be relevant to reducing different risks I can seek help from an adult when they see	I can decide when I should and should not share I can explain that communication on the internet may not be private





		information, storing passwords; I can seek help from an adult when I see something that is unexpected or worrying; I can demonstrate understanding of age-	something that is unexpected or worrying; I can discuss scenarios involving online risk	
		appropriate websites and adverts;		