Computing Progression of skills 2022-2023

EYFS		KS1 Digital literacy taught alongside using Project Evolve		LKS2 Digital literacy taught alongside using Project Evolve		UKS2 Digital Literacy taught alongside using Project Evolve	
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Know and talk about the different factors that support their overall health and wellbeing: - sensible amounts of 'screen time' (PSED) Develop their small motor skills so that they can use a range of tools competently, safely and confidently. (PD) Explore, use and refine a variety of artistic effects to express their ideas and feelings. (EAD) Children will use iPads, computers, bee bots, IWB)	**Autumn**	**Just paint and write (J2E) pt 1-** LO: To use technology purposefully to create, organise and store digital content.	**Sequencing simple algorithms and programs (J2E)** To understand that programmes execute by following precise and unambiguous instructions. To debug simple programs. To use logical reasoning to predict the behaviour of simple programs.	**Organising, creating and presenting (J2E)** Collect and combine information and data.	**Computer technology (J2E)** To be selective when using digital content. To understand how computer networks can provide multiple services. To understand the opportunities computer networks offer for communication.	**We are robot coders (Edbot)** To solve problems in writing programs by decomposing them into smaller parts. Explain how some simple algorithms work and detect and correct errors in them.	**Game design (J2E)** Design and create systems that accomplishes given goals.
		Simple algorithms (pt1) To understand what algorithms are and how they are implemented as programs on digital devices. To create simple programs.	**Ways to present information (J2E)** To use technology purposefully. To use technology safely and respectfully.	**We are programmers.** To design and debug programs that accomplish specific goals (Scratch). To design and create programs that use a sequence and accomplish specific goals (using scratch). To use logical reasoning to detect and correct errors in Scratch programs.	**Multimedia fact file (J2E)** To choose from a variety of software to accomplish given goals. Design and create content to accomplish a given goal.	**Infographics (J2E)** To combine a variety of software to accomplish given goals on a range of digital devices.	**The internet and the world wide web (J2E)** To understand the opportunities computer networks offer for collaboration. Evaluate digital content discerningly. To appreciate how search results are ranked.
	Spring	**Gathering data and creating charts (J2E)** To use technology purposefully to	**We are game testers.** LO: I am learning that programmes are executed by precise	**QR codes (J2E)** To collect and combine information and data.	**Creating and interrogating simple databases (J2E)** Collect and combine information and data.	**Computer networks/ computers for communication and collaboration (J2E)**	**Analyse and interpret data using spreadsheets (J2E)**

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		create, organise and store digital content. To keep personal information private.	and unambiguous instructions. LO: To use technology purposefully.			To understand the basic workings of computer networks including the internet.	Work with variables (commands that change).
		We are celebrating To use technology purposefully to create, organise and store digital content. To describe common uses of information technology beyond school.	**Art of animation (J2E)** To use technology purposefully.	**Creating a branching database (J2E)** To use technology responsibly.	**Robot programming** To control physical systems/ **The internet.** To appreciate how search results are selected (search engines/ Boolean search) (1 lesson)	**Safety Net books** To understand the importance of using technology safely, respectfully and responsibly (Safety Net) To identify a range of ways to report concerns about content and contact (Safety Net).	
	Summer	**Simple algorithms (pt2)** To understand what algorithms are and how they are implemented as programs on digital devices. To create simple programs.	**Create a topic based e-book (J2E)** To use technology purposefully. To describe common uses of information technology beyond school.	**Write a program pt 1 (J2E)** To design and debug programs that accomplish specific goals. To design and create programs that use a sequence. To use logical reasoning to detect and correct errors in programs.	**Scratch programming pt 1 (J2E)** To design and create content (a moveable character with an input and output) to accomplish a given goal.	**Creating and using spreadsheets (J2E)** To combine a variety of software to accomplish given goals on a range of digital devices.	**Understanding big data (J2E)** Design and create systems (an app) that accomplishes given goals. To analyse and evaluate information and data.
		Collect photographs and paint pictures (J2E) To use technology purposefully to create, organise and store digital content.	**Collecting and organising information (J2E)** To use technology purposefully. To describe common uses of information technology beyond school.	**Write a program pt 2 (J2E)** To design and debug programs that accomplish specific goals. To design and create programs that use a sequence. To use logical reasoning to detect and correct errors in programs.	**Scratch programming pt2 (J2E)** To design and create content (a moveable character with an input and output) to accomplish a given goal.	**Programming making games (J2E)** To solve problems in writing programs by decomposing them into smaller parts. Explain how some simple algorithms work and detect and correct errors in them. To use selection and repetition in programs.	**Control physical systems (robots)** To simulate physical systems (Robots).

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Information technology

Computer science

Digital Literacy