Computing Programme of Study Progression Map

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing systems and networks		Pupils should be taught to: - To use a keyboard to type my name. - To use a mouse to click and drag - To delete letters using a keyboard. - To save my work	Pupils should be taught to: - To identify common types of technology. - To explain how to stay safe when using IT.	Pupils should be taught to: - To recognise input and output devices. - To explore how digital devices can be connected. - To recognise the physical components of a network.	Pupils should be taught to: - Understand the internet is a network of networks. - Describe how content can be accessed and added on the WWW. - Understand that some content on WWW may not be honest, legal or reliable.	Pupils should be taught to: - To explain that systems are built using a number of parts. - To make use of a web search to find specific information and compare results from different engines. - To explain some of the limitations of search engines.	Pupils should be taught to: - To identify that there are a variety of ways to communicate over the internet. - To decide when I should and should not share info. Online - To identify ways of working together online (public or private). - I can identify and explain the main parts of a data packet.

Computing Programme of Study Progression Map

|	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Programming A		Pupils should be taught to: - To explain what a given command will do. - To combine forwards and backwards commands to create a sequence. - To plan a simple program	Pupils should be taught to: - To describe a series of instructions as a sequence. - To plan an algorithm - To debug the program	Pupils should be taught to: - To identify commands have an outcome and a sequence of commands can have an order. - To create a project from a task description.	Pupils should be taught to: - To program a computer by typing commands. - To create a program that uses count controlled loops.	Pupils should be taught to: - To program a microcontroller to make an LED switch on. - To use count control loops to control outputs. - To test and debug my program. - To write an algorithm that describes what my model will do.	Pupils should be taught to: - To understand that a variable has a name and value and can hold names or numbers. - To recognise the value of a variable can be changed and that its value can be used by a program. - To test the code that I have written - To use variables to extend.

		Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:	Pupils should be taught to:
Programming B		- To show that a series of commands can be joined together. - To identify the effect of changing a value. - To explain that each sprite has its own instructions. - To use my algorithm to create a program.	-To explain that a sequence of commands has a start and an outcome. -To create a program using my own design	-To create a program to move a sprite in four directions. -To identify and fix bugs in a problem. -Design and create a maze based challenge.	-To develop a design which contains two or more loops. -To create and design a project that contains repetition.	- To design, create and evaluate a program which uses selection. - To explain how selection is used in computer programs.	To find and fix bugs using a range of approaches. To use a variable in an "if, then, else" statement to select the flow of a program. To design an algorithm for my program.

Computing Programme of Study Progression Map

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Data information		Pupils should be taught to: - To label, count and group objects. - To compare groups of objects. - To answer questions about groups of objects	Pupils should be taught to: - To count and compare objects using a tally chart. - To enter data onto a computer and create a pictogram.	Pupils should be taught to: - To create a branching database which includes yes/no answers. - To understand how branching databases can be used in the Real World.	Pupils should be taught to: Use a digital device to collect data. Recognise how a computer helps analyse data.	Pupils should be taught to: To order, sort and group data cards. To group information using a database. To explain what a field and a record is. To select an appropriate chart to show my findings and present these to a group.	Pupils should be taught to: To collect data and enter it onto a spreadsheet. To apply an appropriate format to a cell. To construct a formula and identify that changing inputs changes outputs. To create a formula. I can produce a chart and use it to show the answer to questions.
Creating media		Pupils should be taught to: - To use a computer to write. - I can use bold, italic and underline features. - I can type using capital letters and the space key between words. - To use the backspace key and "undo" to make changes.	Pupils should be taught to: - To experiment with sound using a computer. - To create a musical pattern using a computer.	Pupils should be taught to: - Recognise text and layout can be edited for different purposes. (font size, colour ,style) -To copy and paste images	Pupils should be taught to: To edit an image using photo editing software (colour, rotation, crop) To combine text and image to create. .	Pupils should be taught to: To collect data and enter it onto a spreadsheet. To apply an appropriate format to a cell. To construct a formula and identify that	Pupils should be taught to: To add, lift/lower and re-colour 3D objects in a project. To duplicate, group, rotate and re-size 3D shapes in a project. To show that placeholders can
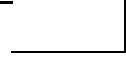
					changing inputs changes outputs. - To create a formula. - *I can produce a chart and use it to show the answer to questions.*	produce holes in 3D objects.