



Computing Progression of Skills



We aspire for all at Parsonage Farm to feel valued and cared for, to have a continued excitement for learning, ensuring success as they journey onwards.



Year group	Subject area	E-Safety	Computer Science	Information Technology	Digital Literacy
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Nursery		Appropriate use of technology	Show an interest in technological toys such as cameras, mobile phones, Beebots, iPads.		Completing drawing programmes
Reception		<p>Chooses appropriate websites and games for their age.</p> <p>Ask an adult to help find information.</p> <p>Use devices carefully and appropriately.</p> <p>Managing the end of screen time appropriately for their age.</p> <p>Be kind to friends.</p> <p>Follow sensible e-safety rules.</p>	<p>Operate simple equipment.</p> <p>Demonstrate developing skill in using technological toys such as cameras, mobile phones, Beebots, iPads.</p> <p>Use Purple Mash programmes to enhance and support learning e.g. Phonics, Maths.</p> <p>Follow simple instructions and sequences.</p>	Use iPads for a purpose e.g. to take photos.	Complete a simple program on a computer, using Purple Mash.
Year 1		<p>Keep passwords private.</p> <p>Tell an adult if they don't like something or something worries them online.</p> <p>Be kind and polite online.</p> <p>Recognise an age-appropriate website.</p>	<p>Can think of a simple everyday algorithm.</p> <p>Read and follow a simple algorithm (symbols/arrows).</p> <p>Plan a simple algorithm (set of instructions) using symbols/arrows.</p>	<p>Show an awareness of the range of devices and tools they encounter in everyday life e.g. in shops, libraries.</p> <p>Show an awareness that what they create on a computer or tablet device can be shown to others via another device (eg printer, projector IWB).</p>	<p>Use a range of simple tools in a paint package to create/ modify a picture. (2simple).</p> <p>Use a keyboard to add simple words and captions.</p> <p>Save and print work.</p>

	Follow sensible e-safety rules.	Begin to use Beebots and Scratch Junior to debug.		<p>Choose suitable sounds from a bank to express their ideas. 2simple</p> <p>Record short speech and sounds Scratch Junior, microphones</p> <p>Collect data on a topic (pets, eye colour etc).</p> <p>Present data in a simple pictogram. 2simple</p> <p>As a class, use technology to collect information.</p> <p>Explore a website to find information.</p>
Year 2	<p>Explain why they need to keep passwords and personal information private.</p> <p>Talk about why they should only go online for a short amount of time.</p> <p>Talk about why it is important to be kind and polite online and in real life.</p> <p>Explain that not everyone is who they say they are on the Internet.</p> <p>Follow sensible E-Safety rules.</p>	<p>Explain what an algorithm is.</p> <p>Create a sequence of instructions (algorithm) to control a device using symbols/arrows.</p> <p>Program a series of instructions. Make predictions when programming devices, estimating distances and turns.</p> <p>With support, identify where in the algorithm bug/problems occur and debug.</p>	<p>Explain how technology is used in everyday life e.g. in shops, libraries.</p> <p>Use a range of inputs to a computer (IWB, mouse, touch screen, microphone, keyboard etc.)</p>	<p>Use a range of tools in a paint package to create/ modify a picture to communicate an idea. (2simple).</p> <p>Use technology to organise and present ideas in different ways.</p> <p>Enter and edit text.</p> <p>Save, print and retrieve work.</p> <p>Create a simple animation to tell a story Stop motion animation</p> <p>Compose music from icons. 2simple</p> <p>Produce a simple presentation incorporating sounds the children have captured or created. Scratch Junior</p>

				<p>Use a graphing package to collect and organise data and answer questions.</p> <p>Begin to use and create simple branching databases and use to answer questions.</p> <p>Save, retrieve and edit their work.</p> <p>2simple</p> <p>Use a search engine to find specific, relevant information about a topic.</p>
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