



Computing Progression Map

	Nursery	Reception	Year 1	Year 2	Year 3	Year 4
Computing Systems and Networks	<ul style="list-style-type: none"> I can explore technology in the learning environment I can be respectful of technology within school I can say what I use technology for at home I can begin to recognise if something has changed on a device and that this might be unsafe I can tell an adult if I am worried about using a device 	<ul style="list-style-type: none"> I can understand what we use technology for at home and at school I can develop an interest in technology by using age appropriate websites or programs I can explore buttons and icons that can be pressed, touched or clicked on I can discuss worries when faced with something unfamiliar online and talk about good/bad choices I can discuss and give an opinion about the amount of time I spend using a device 	<p>Technology around us:</p> <ul style="list-style-type: none"> I can identify technology I can identify a computer and its main parts I can use a mouse in different ways I can use a key board to type I can use the keyboard to edit text I can create rules for using technology responsibly 	<p>IT around us:</p> <ul style="list-style-type: none"> I can recognise the uses and features of technology I can identify the uses of technology in school and beyond I can explain how technology helps us I can explain how to use technology safely I can recognise that choices are made when using technology 	<p>Connecting computers:</p> <ul style="list-style-type: none"> I can explain how digital devices function I can identify input and output devices I can recognise how digital devices can change the way we work I can explain how a computer network can be used to share information I can explore how digital devices can be connected I can recognise the physical components of a network 	<p>The internet:</p> <ul style="list-style-type: none"> I can describe how networks physically connect to other networks I can recognise how networked devices make up the internet I can explain how websites can be shared via the World Wide Web I can describe how content can be added and accessed on the World Wide Web I can recognise how the content of the WWW is created by people I can evaluate the consequences of unreliable content
Creating Media	<ul style="list-style-type: none"> I can begin to use a tablet or IWB to draw I can use technology to play games chosen by my teachers I can use technology to take pictures I can use technology to listen to music or watch a video 	<ul style="list-style-type: none"> I can take pictures of my own work using an Ipad I can play and begin to select appropriate games on apps or the internet I can use technology during my play. 	<p>Digital painting:</p> <ul style="list-style-type: none"> I can describe what different tools do I can use the shape and line tools I can make choices when painting a digital picture I can explain why I chose the tools I used 	<p>Digital photography:</p> <ul style="list-style-type: none"> I can use a device to take a photograph I can make choices when taking a photograph I can describe what makes a good photograph I can decide how photographs can be improved 	<p>Animation:</p> <ul style="list-style-type: none"> I can explain that animation is a sequence of drawings or photographs I can relate animated movement with a sequence of images I can plan an animation I can review and improve an animation 	<p>Audio editing:</p> <ul style="list-style-type: none"> I can identify that sound can be digitally recorded I can use a digital device to record sound I can explain that a digital recording is stored as a file I can explain that audio can be changed through editing



Computing Progression Map

			<ul style="list-style-type: none"> I can use a computer to paint a picture <p>Digital writing:</p> <ul style="list-style-type: none"> I can use a computer to write I can add and remove text on a computer I can make choices when changing text 	<ul style="list-style-type: none"> I can recognise that a photograph can be changed and use tools to do this <p>Making music:</p> <ul style="list-style-type: none"> I can say how music can make us feel I can identify that there are patterns in music I can show music is made from a series of notes I can create music for a purpose I can review and refine my computer work 	<ul style="list-style-type: none"> I can evaluate the impact of adding other media to an animation <p>Desktop publishing:</p> <ul style="list-style-type: none"> I can recognise how text and images convey information I can recognise that text and layout can be edited I can choose appropriate page settings I can add content to a desktop publishing publication I can consider how different layouts suit different purposes I can consider the benefits of desktop publishing 	<ul style="list-style-type: none"> I can show that different types of audio can be combined and played together I can evaluate editing choices made <p>Photo editing:</p> <ul style="list-style-type: none"> I can explain that digital images can be changed I can change the composition of an image I can describe how images can be changed for different uses I can make good choices when selecting different tools I can recognise that not all images are real
Data and Information			<p>Grouping data:</p> <ul style="list-style-type: none"> I can label objects I can count objects with the same properties I can compare groups of objects I can answer questions about groups of objects 	<p>Pictograms:</p> <ul style="list-style-type: none"> I can use tally charts to count and compare I can recognise that objects can be represented as pictures I can create a pictogram I can select objects by attribute and make comparisons I can recognise that people can be 	<p>Branching databases:</p> <ul style="list-style-type: none"> I can create questions with yes/no answers I can identify the object attributes needed to collect relevant data I can create a branching database I can identify objects using branching database I can compare the information shown in 	<p>Data logging:</p> <ul style="list-style-type: none"> I can explain that data gathered over time can be used to answer questions I can use a digital device to collect data automatically I can explain that a data logger collects 'data points' from sensors over time I can use data collected over time to find information



Computing Progression Map

				<ul style="list-style-type: none"> described by attributes I can explain that we can present information using a computer 	<ul style="list-style-type: none"> a pictogram with a branching database 	<ul style="list-style-type: none"> I can identify the data needed to answer questions I can use collected data to answer questions
Programming	<ul style="list-style-type: none"> I can recognise that pressing a button causes an effect I can begin to use simple software to make something happen I can begin to help adults operate simple equipment around the school 	<ul style="list-style-type: none"> I can programme a Beebot to move around a squared mat# I can help adults operate simple equipment around the school 	<ul style="list-style-type: none"> I can practise giving instructions to make objects move I can make objects move when clicked I can add images which move I can combine start events and click events to make a simple game I can draw things in the background I can make my own app/game, using click and start events to make your pictures move 	<ul style="list-style-type: none"> I can make objects move using the keyboard I can make objects move using 'swipes' I can change the direction of an object using the keyboard I can change the direction of an object using 'swipes' I can program buttons to move another object around I can give instructions to make objects move I can debug my code to fix a problem I can make my own app/game, using logical, clear instructions 	<ul style="list-style-type: none"> I can program a sequence of objects to appear and disappear at specific times I can design, write and debug an app I can add different events to make things happen and program actions in a sequence I can use conditional 'if' statements I can use the 'tip function' to move an objects I can use 'if hit' statements to check if objects have collided I can practise using conditional events in code and debugging code when there is a problem on a created app 	<ul style="list-style-type: none"> I can use variables to keep track of a score and practise with conditional events I can count and total up objects and prices I can practise using variables and conditional events in code and debugging when there is a problem in a created app I can use a loop to do something repeatedly I can create a timer/stopwatch/countdown timer I can create a loop that can repeat infinitely