

Barley and Barkway (VA) C of E First Schools Federation

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Computing Progression Map

| | Information Technology | Digital Literacy | Computer Science |
|--------|--|---|---|
| EYFS | | | |
| Year 1 | Use technology purposefully to organise, store and retrieve digital content. Use technology purposefully to create and manipulate digital content. | Use technology safely and respectfully. Keeping personal information private. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school. | Understand what algorithms are. Understand how algorithms are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. |
| Year 2 | Use technology purposefully to organise, store and retrieve digital content. Use technology purposefully to create and manipulate digital content. | Use technology safely and respectfully. Keeping personal information private. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. Recognise common uses of information technology beyond school. | Understand what algorithms are. The child can understand how algorithms are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. |
| Year 3 | Select, use and combine a variety of software (including internet services) on a range of digital devices. Design and create a range of programs, systems and content that accomplish given goals. Collecting, analysing, evaluating and presenting data and information. Use search technologies effectively. Appreciate how search results are selected. | Use technology safely, respectfully and responsibly. Recognise acceptable/unacceptable behaviour. Know a range of ways to report concerns and inappropriate behaviour. Be discerning in evaluating digital content. Understand the opportunities networks offer for communication and collaboration. | Design, write and debug programs that accomplish specific goals. Controlling or simulating physical systems. Solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables. Use logical reasoning to explain how some simple algorithms work. Use logical reasoning to detect and correct errors in algorithms and programs. Understand computer networks including the internet. Understand how networks can provide multiple services, such as the world wide web. |
| Year 4 | Select, use and combine a variety of software (including internet services) on a range of digital devices. Design and create a range of programs, systems and content that accomplish given goals. Collecting, analysing, evaluating and presenting data and information. Use search technologies effectively. Appreciate how search results are selected and ranked. | Use technology safely, respectfully and responsibly. Recognise acceptable/unacceptable behaviour. Know a range of ways to report concerns and inappropriate behaviour. Be discerning in evaluating digital content. Understand the opportunities networks offer for communication and collaboration. | Design, write and debug programs that accomplish specific goals. Controlling or simulating physical systems. Solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables. Work with various forms of input and output. Use logical reasoning to explain how some simple algorithms work. Use logical reasoning to detect and correct errors in algorithms and programs. Understand computer networks including the internet. Understand how networks can provide multiple services, such as the world wide web computer networks including the internet. Understand how networks can provide multiple services, such as the world wide web. |