

Subject Progression Grid for Computing



Information Technology		
Early Years	Shows skill in making software/apps work by clicking, pressing or swiping to achieve effects, such as sound, movements or new images appearing.	Interacts with age-appropriate computer software and knows that information can be retrieved from computers.
Year 1	Uses technology purposefully to create digital content.	Uses technology purposefully to store and retrieve digital content.
Year 2	<i>Uses technology purposefully to create and manipulate digital content.</i>	<i>Uses technology purposefully to store, retrieve and organise digital content.</i>
Year 3	Use search technologies.	Use a variety of software to design and create content which accomplishes given goals, including collecting and presenting information.
Year 4	<i>Use search technologies.</i>	Select and use a variety of software to design and create content which accomplishes given goals, including collecting, analysing , evaluating and presenting information.
Year 5	<i>Use search technologies effectively.</i>	<i>Select, use and combine a variety of software to design and create content which accomplishes given goals, including collecting and presenting data and information.</i>
Year 6	<i>Use search technologies effectively.</i>	<i>Select, use and combine a variety of software to design and create content which accomplishes given goals, including collecting, analysing, evaluating and presenting data and information.</i>

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Digital Literacy

Early Years	Recognises that a range of technology is used in places such as homes and schools.	Selects and uses technology for particular purposes.	Uses technology safely.
Year 1	Recognises common uses of information technology beyond school.	Uses technology safely.	Keeps personal information private.
Year 2	<i>Recognises common uses of information technology beyond school.</i>	Uses technology safely and respectfully.	<i>Keeps personal information private.</i> Knows where to go for help and support when they have concerns about content or contact on the Internet or through other online technologies.
Year 3		Use technologies safely, respectfully and responsibly.	Recognise acceptable/unacceptable behaviour. Identify a range of ways to report concerns about content.
Year 4	Understand the opportunities computer networks offer for communication.	<i>Use technologies safely, respectfully and responsibly.</i>	<i>Recognise acceptable/unacceptable behaviour.</i> <i>Identify a range of ways to report concerns about contact.</i>
Year 5	<i>Understand the opportunities computer networks offer for communication and collaboration.</i>	<i>Use technologies safely, respectfully and responsibly.</i>	<i>Recognise acceptable/unacceptable behaviour.</i> <i>Identify a range of ways to report concerns about contact and content.</i>
Year 6	<i>Understand the opportunities computer networks offer for communication and collaboration.</i>	<i>Use technologies safely, respectfully and responsibly.</i>	<i>Recognise acceptable/unacceptable behaviour.</i> <i>Identify a range of ways to report concerns about contact and content.</i> Be discerning in evaluating digital content.

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Computer Science

Early Years	Understands that devices can be controlled.		Completes a simple program on a computer.			
Year 1	Understands what algorithms are.		Creates simple programs.			
Year 2	Understands what algorithms are and that they run as programs on digital devices. Understands that algorithms need to be precise and unambiguous.		Creates and debugs simple programs. Uses logical reasoning to predict the behaviour of simple programs.			
Year 3	Design and write programs that accomplish specific goals, including controlling or simulating physical systems.		Use sequence in programs.	Work with various forms of input and output.	Use logical reasoning to explain how some simple algorithms work.	
Year 4	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.	Solve problems by decomposing them into smaller parts.	Use sequence and repetition in programs.	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.	
Year 5	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.	Solve problems by decomposing them into smaller parts.	Use sequence, selection and repetition in programs.	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.	Appreciate how search results are selected and ranked.



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<p>Year 6</p>	<p><i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.</i></p>	<p><i>Solve problems by decomposing them into smaller parts.</i></p>	<p><i>Use sequence, selection, repetition and variables in programs.</i></p>	<p><i>Work with various forms of input and output.</i></p>	<p><i>Use logical reasoning to explain how some simple algorithms work. Use logical reasoning to detect and correct errors in algorithms and programs.</i></p>	<p>Understand computer networks, including the Internet and how they can provide multiple services, such as the World Wide Web. <i>Appreciate how search results are selected and ranked.</i></p>
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