Computing Skills Progression

		Autumn term	Spring term	Summer term
Phase and Year Group	Year 1	**1.1 Technology around us** Paintz (chrome extension)	**1.3 Moving a robot** Beebots	**1.6 Programming animations** Scratch Jr
	Year 2	**2.1 Information technology around us** Google Slides	**2.3 Robot algorithms** Beebots	**2.6 Programming quizzes** Scratch Jr
	Year 3	**3.1 Connecting Computers** Paint Programme (any)	**3.5 Desktop publishing** Adobe Spark	**3.6 Events and actions in programs** Scratch
	Year 4	**4.1 The Internet** Various websites	**4.5 Photo editing** Paint.NET (Windows)	**4.6 Repetition in games** Scratch
	Year 5	**5.1 Sharing information** Google Slides	**5.3 Selection in physical computing** Crumble Controller + Starter Kit + Motor	**5.6 Selection in quizzes** Scratch
	Year 6	**6.1 Internet communication** Chromebooks	**6.2 Webpage creation** Google Sites	**6.4 Variables in games** Google Sheets / Excel

National Curriculum Coverage KS1	1.1 Technology around us	1.3 Making a robot	1.6 Programming animations	2.1 Information technology	2.3 Robot animations	2.6 Programming quizzes
Understand what algorithms are, how they 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		✓	✓		✓	✓
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	✓		✓	✓		✓
Recognise common uses of information technology beyond school	✓			✓		
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	✓		✓	✓		

National Curriculum Coverage LKS2	3.1 Connecting computers	3.5 Desktop publishing	3.6 Events and actions in progress	4.1 The internet	4.5 Photo editing	4.6 Repetition in games
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 variables and various forms of input and output	✓		✓			✓
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs			✓			✓
Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration	✓			✓		
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content		✓		✓	✓	
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact				✓	✓	

National Curriculum Coverage UKS2	5.1 Sharing information	5.3 Selection in physical computing	5.6 Selection in quizzes	6.1 Internet communication	6.2 Webpage creation	6.4 Variables in games
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 variables and various forms of input and output	✓	✓	✓			
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		✓	✓			
Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration	✓			✓		
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content				✓	✓	
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	✓	✓	✓	✓	✓	✓
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	✓				✓	