Computing Progression of Skills at STJFTM

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing Systems and Networks	-Recognise uses of technology and develop mouse and keyboard skills, including: clicking, dragging, typing and moving . (1.1)	-Recognise features of nformation technology, at home, in school and beyond. -Recognise how information technology improves our world. (2.1)	-Understand how digital devices work and how they help us. - Understand how computers and networks are connected. - Identify input and output devices and model simple processes. (3.1)	-Understand different computer networks and how they work -Understand how we can use the World Wide Web to communicate and work together -Understand how content can be added and shared using the internet (4.1)	-Explain that computers can be connected together to form systems and recognise the role of computer systems in our lives -Explain how sharing information online lets people in different places work together -Contribute to a shared online project (5.1)	-Review existing websites to evaluate content Explain why we need tools to find things online -Regonise the use of web crawelers in creating an index -Choose methods of communication to suit particular purposes
Programming	-Follow and use directional commands. - Predict the outcome of a sequence. - Combine commands to make a sequence. - Plan and create a program involving movement. - Debug a program. (1.3) - Control a sprite using a series of commands - Use an algorithm to create a program. (1.6)	- Use clear and unambiguous commands - Use logical reasoning to predict the outcome of sequences within programs - Explain what happens when instructions are changed. - Design, test and debug a program for my project. (2.3) - Explain how sequences work and how different outcomes are achieved - Improve my program by adding additional features. (2.6)	- Explain how sprites move - Choose a suitable sprite and program it to move in different directions. - Adapt and develop programs, adding additional features. - Identify and fix bugs in a program - Design and make a maze-based project. (3.6)	-Program a computer by typing commands. -Use a template to draw what I want my program to do -Write and test an algorithm to produce a given outcome -Use count-controlled loops for a purpose -Develop and debug a program. (4.6)	-Recall, identify and modify how conditions are used in selection -Use selections in an infinite loop to check conditions -Create a program with different outcomes using selection -Explain how selection directs the flow of a program -Design a program which uses selection (5.6)	-Define variables as something that is changeable -Identify and explain the uses of variables -Choose how to improve a game using variables -Use events in a program to set a variable -Design a project involving artwork and algorithms. Evaluate and explain design choices. (6.4)
Data and Information	- Identify rules to keep us safe and healthy when we are using technology. -Talk about these rules and how they are helpful (1.1)	- Show how to use information technology safely and responsibly. - Recognise the choices I can make when using information technology, in different environments and settings (2.1)	-Identify the benefits of using desktop publishing (3.5)	-Describe how networks physically connect to other computers -Demonstrate how information is shared across the internet -Describe how different devices connect to each other -Create media that can be found on websites -Evaluate content that may not be reliable (4.1)	Understand how data is transferred over the internet -I can send information over the internet in different ways. (5.1)	-Consider ownership and use of images (6.2) -Complete and refine web searches to find specific information -Understand and explain how search results are ordered based on a ranking system -Recognises why the order of results is important and to whom -Describe how search results can be influenced (6.4)
Creating media	- Choose appropriate artwork during the design stage of my project. - Use sprites that match my design (1.6)	- Understand how artwork contributes to a project - Make design project to match my project. (2.3) - Choose images, backgrounds and characters for my own project. (2.6)	- Recognise how text and images convey information. - Recognize and use editable features of media (such as orientation, text, images, layouts and templates). (3.5)	-Identify and explain how digital images can be changed -Talk about changes made to images -Choose effects to edit an image -Use tools to retouch an image -Recognise that not all images are real (4.5)	-Recognise video as moving pictures -Identify, name and choose suitable devices for recording digital media -Use appropriate devices to capture effective video content -Recognise and use the features of an effective video -Edit and import my video (5.5)	-Plan the features of a webpage -Outline the need for a navigation path -Create hyperlinks to link to other people's work -Make multiple web pages and link them using hyperlinks (6.2)