



Skill Progression by Year Group

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing systems and networks	<ul style="list-style-type: none"> To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text To create rules for using technology responsibly 	<ul style="list-style-type: none"> To recognise the uses and features of information technology To identify information technology in the home To identify information technology beyond school To explain how information technology benefits us To show how to use information technology safely To recognise that choices are made when using information technology 	<ul style="list-style-type: none"> To explain how digital devices function To identify input and output devices To recognise how digital devices can change the way we work To explain how a computer network can be used to share information To explore how digital devices can be connected To recognise the physical components of a network 	<ul style="list-style-type: none"> To describe how networks physically connect to other networks To recognise how networked devices, make up the internet To outline how websites can be shared via the World Wide Web To describe how content can be added and accessed on the World Wide Web To recognise how the content of the WWW is created by people To evaluate the consequences of unreliable content 	<ul style="list-style-type: none"> To explain that computers can be connected together to form systems To recognise the role of computer systems in our lives To recognise how information is transferred over the internet To explain how sharing information online lets people in different places work together To contribute to a shared project online To evaluate different ways of working together online 	<ul style="list-style-type: none"> To explain the importance of internet addresses To explain how data is transferred across the internet To explain how sharing information online can help people work together To evaluate different ways of working together online To recognise how we communicate using technology To evaluate different methods of online communication
Creating media A	<ul style="list-style-type: none"> To describe what different freehand tools do To use the shape tool and line tool To make careful choices when painting a digital picture To explain why I used the tools I did To use a computer on my own to paint a picture 	<ul style="list-style-type: none"> To know what devices can be used to take photographs To use a digital device to take a photograph To describe what makes a good photograph To decide how photographs can be improved To use tools to change an image To recognise that images can be changed 	<ul style="list-style-type: none"> To explain that animation is a sequence of drawings or photographs To relate animated movement with a sequence of images To plan an animation To identify the need to work consistently and carefully To review and improve an animation To evaluate the impact of adding other media to an animation 	<ul style="list-style-type: none"> To identify that sound can be digitally recorded To use a digital device to record sound To explain that a digital recording is stored as a file To explain that audio can be changed through editing To show that different types of audio can be combined and played together To evaluate editing choices made 	<ul style="list-style-type: none"> To recognise video as moving pictures, which can include audio To identify digital devices that can record video To capture video using a digital device To recognise the features of an effective video To identify that video can be improved through reshooting and editing To consider the impact of the choices made when making and sharing a video 	<ul style="list-style-type: none"> To review an existing website and consider its structure To plan the features of a web page To consider the ownership and use of images (copyright) To recognise the need to preview pages To outline the need for a navigation path To recognise the implications of linking to content owned by other people

Programming A	<ul style="list-style-type: none"> To explain what a given command will do To act out a given word To combine forwards and backwards commands to make a sequence To combine four direction commands to make sequences To plan a simple program To find more than one solution to a problem 	<ul style="list-style-type: none"> To describe a series of instructions as a sequence To explain what happens when we change the order of instructions To use logical reasoning to predict the outcome of a program (series of commands) To explain that programming projects can have code and artwork To design an algorithm To create and debug a program that I have written 	<ul style="list-style-type: none"> To explore a new programming environment I can identify that each sprite is controlled by the commands I choose To explain that a program has a start To recognise that a sequence of commands can have an order To change the appearance of my project To create a project from a task description 	<ul style="list-style-type: none"> To identify that accuracy in programming is important To create a program in a text-based language To explain what 'repeat' means To modify a count-controlled loop to produce a given outcome To decompose a program into parts To create a program that uses count-controlled loops to produce a given outcome 	<ul style="list-style-type: none"> To control a simple circuit connected to a computer To write a program that includes count-controlled loops To explain that a loop can stop when a condition is met, e.g. number of times To conclude that a loop can be used to repeatedly check whether a condition has been met To design a physical project which includes selection To create a controllable system which includes selection 	<ul style="list-style-type: none"> To define a 'variable' as something that is changeable To explain why a variable is used in a program To choose how to improve a game by using variables To design a project that builds on a given example To use my design to create a project To evaluate my project
Data and information	<ul style="list-style-type: none"> To label objects To identify that objects can be counted To describe objects in different ways To count objects with the same properties To compare groups of objects To answer questions about groups of objects 	<ul style="list-style-type: none"> To recognise that we can count and compare objects using tally charts To recognise that objects can be represented as pictures To create a pictogram To select objects by attribute and make comparisons To recognise that people can be described by attributes To explain that we can present information using a computer 	<ul style="list-style-type: none"> To create questions with yes/no answers To create a branching database To explain why it is helpful for a database to be well structured To identify objects using a branching database To identify the object attributes needed to collect relevant data To compare the information shown in a pictogram with a branching database 	<ul style="list-style-type: none"> To explain that data gathered over time can be used to answer questions To use a digital device to collect data automatically To explain that a data logger collects 'data points' from sensors over time To use data collected over a long duration to find information To identify the data needed to answer questions To use collected data to answer questions 	<ul style="list-style-type: none"> To use a form to record information To compare paper and computer-based databases To apply my knowledge of a database to ask and answer real-world questions To explain that tools can be used to select data to answer questions To apply my knowledge of a database to ask and answer real-world questions To apply my knowledge of a database to ask and answer real-world questions 	<ul style="list-style-type: none"> To create a data set in a spreadsheet To build a data set in a spreadsheet To explain that formulae should be used to produce calculated data To apply formulae to data To create a spreadsheet to plan an event To choose suitable ways to present data
Creating Media B	<ul style="list-style-type: none"> To use a computer to write To add and remove text on a computer To identify that the look of text can be changed on a computer To make careful choices when changing text To explain why I used the tools that I chose To compare writing on a computer with writing on paper 	<ul style="list-style-type: none"> To say how music can make us feel (not a computing related progression step) To identify that there are patterns in music To describe how music can be used in different ways To show how music is made from a series of notes To create music for a purpose To review and refine our computer work 	<ul style="list-style-type: none"> To recognise how text and images convey information To recognise that text and layout can be edited To choose appropriate page settings To add content to a desktop publishing publication To consider how different layouts can suit different purposes To consider the benefits of desktop publishing 	<ul style="list-style-type: none"> To explain that digital images can be changed To change the composition of an image To describe how images can be changed for different uses To make good choices when selecting different tools To recognise that not all images are real To evaluate how changes can improve an image 	<ul style="list-style-type: none"> To identify that drawing tools can be used to produce different outcomes To create a vector drawing by combining shapes To use tools to achieve a desired effect To recognise that vector drawings consist of layers To group objects to make them easier to work with To evaluate my vector drawing 	<ul style="list-style-type: none"> To recognise that you can work in 3D on a computer To identify that digital 3d objects can be modified To recognise that objects can be combined in a 3d model To create a 3d model for a given purpose To plan my own 3d model

Programming B	<ul style="list-style-type: none"> • To choose a command for a given purpose • To show that a series of commands can be joined together • To identify the effect of changing a value • To explain that each sprite has its own instructions • To design the parts of a project • To use my algorithm to create a program 	<ul style="list-style-type: none"> • To explain that a sequence of commands has a start • To explain that a sequence of commands has an outcome • To create a program using a given design • To change a given design • To create a program using my own design 	<ul style="list-style-type: none"> • To explain how a sprite moves in an existing project • To create a program to move a sprite in four directions • To adapt a program to a new context • To develop my program by adding features • To identify and fix bugs in a program • To design and create a maze based (given) challenge 	<ul style="list-style-type: none"> • To develop the use of count-controlled loops in a different programming environment • To explain that in programming there are infinite loops and count controlled loops • To develop a design which includes two or more loops which run at the same time • To modify an infinite loop in a given program • To design a project that includes repetition • To create a project that includes repetition 	<ul style="list-style-type: none"> • To explain how selection is used in computer programs • To relate that a conditional statement connects a condition to an outcome • To explain how selection directs the flow of a program • To design a program which uses selection • To create a program which uses selection • To evaluate my program 	<ul style="list-style-type: none"> • To create a program to run on a controllable device • To explain that selection can control the flow of a program • To update the variable with a user input • To use a conditional statement to compare a variable to a value • To design a project that uses inputs and outputs on a controllable device • To develop a program to use inputs and outputs on a controllable device
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