



## Computing Progression of Skills



We aspire for all at Parsonage Farm to feel valued and cared for, to have a continued excitement for learning, ensuring success as they journey onwards.



Year group ↓	Subject area →	E-Safety	Computer Science	Information Technology	Digital Literacy
Nursery		Supervised use of technology	Show an interest in technological toys such as cameras, mobile phones, Beebots, iPads.		Completing drawing programmes on Purple Mash.
Reception		<p>Talk about which websites and games are safe to go on.</p> <p>Ask an adult to help find information.</p> <p>Know how to use devices carefully and appropriately.</p> <p>Talk about the amount of time spent using a computer / tablet / game device.</p> <p>Be kind to friends.</p> <p>Agree and follow sensible e-safety rules.</p>	<p>Know how to operate simple equipment.</p> <p>Demonstrate developing skill in using technological toys such as cameras, mobile phones, Beebots, iPads.</p> <p>Use Purple Mash programmes to enhance and support learning e.g. Phonics, Maths.</p> <p>Follow simple instructions and sequences.</p>	Use iPads for a purpose e.g. to take photos.	Complete a simple program on a computer.
Year 1		<p>Keep passwords private.</p> <p>Tell you what personal information is.</p>	<p>Understand that a set of instructions is called an algorithm.</p> <p>Can think of a simple everyday algorithm.</p>	<p>Show an awareness of the range of devices and tools they encounter in everyday life e.g. in shops, libraries.</p> <p>Show an awareness that what they create on a computer or tablet</p>	<p>Use a range of simple tools in a paint package to create/ modify a picture. <b>(2simple).</b></p> <p>Use a keyboard to add simple words and captions.</p>

	<p>Know to tell an adult if they don't like something or something worries them online.</p> <p>Talk about why it's important to be kind and polite.</p> <p>Recognise an age-appropriate website.</p> <p>Agree and follow sensible e-safety rules.</p>	<p>Read and follow a simple algorithm (symbols/arrows).</p> <p>Plan a simple algorithm (set of instructions) using symbols/arrows.</p> <p>Begin to understand what debugging is.</p> <p><b>Beebots and Scratch Junior</b></p>	<p>device can be shown to others via another device (eg printer, projector IWB).</p>	<p>Save and print work.</p> <p>Choose suitable sounds from a bank to express their ideas. <b>2simple</b></p> <p>Record short speech and sounds <b>Scratch Junior, microphones</b></p> <p>Collect data on a topic (pets, eye colour etc).</p> <p>Present data in a simple pictogram. <b>2simple</b></p> <p>As a class, use technology to collect information.</p> <p>Explore a website to find information.</p> <p>Show an awareness of different forms of information.</p>
Year 2	<p>Explain why they need to keep passwords and personal information private.</p> <p>Describe the things that happen online that an adult should be told about.</p> <p>Talk about why they should only go online for a short amount of time.</p> <p>Talk about why it is important to be kind and polite online and in real life.</p> <p>Know that not everyone is who they say they are on the Internet.</p> <p>Agree and follow sensible E-Safety rules.</p>	<p>Understand and explain what an algorithm is.</p> <p>Create a sequence of instructions (algorithm) to control a device using symbols/arrows.</p> <p>Program a series of instructions. Make predictions when programming devices, estimating distances and turns.</p> <p>With support, identify where in the algorithm bug/problems occur and debug.</p> <p>Understand that algorithms are implemented as programs on digital devices.</p> <p><b>Beebots and Scratch Junior</b></p>	<p>Understand how technology is used in everyday life e.g. in shops, libraries.</p> <p>Show an awareness of a range of inputs to a computer (IWB, mouse, touch screen, microphone, keyboard etc.)</p>	<p>Use a range of tools in a paint package to create/ modify a picture to communicate an idea. <b>(2simple).</b></p> <p>Use technology to organise and present ideas in different ways.</p> <p>Enter and edit text.</p> <p>Save, print and retrieve work.</p> <p>Create a simple animation to tell a story <b>Stop motion animation</b></p> <p>Compose music from icons. <b>2simple</b></p> <p>Produce a simple presentation incorporating sounds the children have captured or created. <b>Scratch Junior</b></p>

				<p>Use a graphing package to collect and organise data and answer questions.</p> <p>Begin to use and create simple branching databases and use to answer questions.</p> <p>Save, retrieve and edit their work.</p> <p><b>2simple</b></p> <p>Use a search engine to find specific, relevant information about a topic.</p>
--	--	--	--	---