Computing Skills Progression

	EYFS Reception	KS1	LKS2	UKS2
Digital Literacy	Children can: • Ask permission to use devices and the internet • Understand what devices are (computer, iPad, tablet, etc) Key vocab: device, technology, safe, permission, internet, tablet Suggested resources: National Online Safety, Safer Internet Day	Children can: • Identify what counts as personal information • Identify devices that can be used to search the internet • Identify appropriate and inappropriate content on the internet • Where to go for help about online content • Recognise that different devices can connect people together • Consider other people's feelings on the internet Key vocab: information, personal, device, technology, content, technology, safe Suggested resources: National Online Safety, Safer Internet Day	Children can: • Recognise and explain acceptable and unacceptable online behaviours • Identify different ways of communicating online • Recognise and discuss impacts of social media and networking devices/programs • Identify ways of reporting concerns online • Recognise consequences of sending messages/images online Key vocab: communicate, social media, networking, program, concern Suggested resources: National Online Safety, Safer Internet Day	Children can: • Use computer networks to collaborate • Judge what sort of privacy settings to use to reduce different risks • Use different sources to assess validity of online content • Find 'report' and 'flag' buttons and name sources of help • Explain and apply knowledge of being a good online citizen • Apply understanding to scenarios involving online risk Key vocab: privacy, settings, risk, validity, citizen, collaborate, computer networks, sources, Suggested resources: National Online Safety, Safer Internet Day, CEOP
Information Technology	Children can: • Log on to computers • Navigate using a mouse • Type their name • Begin to navigate programmes, including Purple Mash Key Vocab: computer, tablet, mouse, keyboard, keys, typing, open, double-click, programmes	Children can: • Use various tools, including brush, pen, eraser, shapes • Use keys such as spacebar, backspace, delete, arrow keys and return. • Start to use two hands when typing to begin to develop word processing skills. • Save, retrieve and print work. • Log on and off consistently.	Children can: • Use search technologies to collect information • Use print screen function to capture images. • Copy and paste functions. • Edit pictures and shapes using a variety of tools, including resize, rotate and crop. • Develop word processing skills, becoming more efficient using both hands.	Children can: • Further develop presentation skills (Powerpoint), edit and improve formatting skills. • Create spreadsheets using data, understanding their purpose and how they work, analysing and evaluating data • Animations (as a standalone project)

	Suggested resources: Dazzle, Beebots, Microsoft Word, Purple Mash	Key Vocab: digital content, tools, keys, word processing, save, retrieve, print, store, data Suggested resources: 2Graph, Dazzle, Beebots, Microsoft Word, BBC Dancemats, My Documents, personal log ins,	• Use a variety of font sizes, styles and colour. • Develop understanding of Publisher to present work, using formatting skills to edit layout. Key vocab: search technologies, internet, print screen, copy and paste, edit, resize, rotate, crop, font, format, software Suggested resources: Microsoft Word, Internet search engines, Publisher, BBC Dancemats,	Key vocab: format, digital devices, software, data, analysing, software, Suggested resources: Microsoft Powerpoint, Excel,
Computer Science	Children can: • Follow a simple set of instructions • Begin to programme Beebots to follow commands • Begin to use commands such as forwards, backwards, turn, sideways Key vocab: commands, instructions, forwards, backwards, sideways, turn Suggested resources: Beebots, command cards, Purple Mash	Children can: • Understand that algorithms are a set of instructions • Give commands, including forwards, backwards, turns • Explore what happens and make predictions about a sequence of instructions is given • Give a set of simple instructions to complete a task • Begin to improve and debug instructions Key vocab: algorithm, commands, program, sequence, instructions, improve, debug, prediction, Suggested resources: Beebots, command cards,	Children can: • Tinker and navigate using Scratch • Begin to use different tools on Scratch, including creating a background, sprite • Give simple commands to control sprite • Use logical reasoning to debug simple errors • Design and create 3D models on Sketch Up • Navigating Sketch Up to use different viewpoint angles • Use tools available to create own model • Use input and output devices Key vocab: tinkering, navigating, sprite, logical reasoning, debug, input, output, devices, repetition Suggested resources: Scratch, Sketch Up, 2Code	Children can: • Create and edit variables on Scratch • Use conditional statements, infinite loops and selection • Design own game on Scratch, including scoring and timing • Evaluate the effectiveness and debug issues using logical reasoning • Understand how computer networks work (including server, clients, printer, Wifi point, etc) Key vocab: conditional, infinite, variables, effectiveness, debug, computer networks, server, client, selection, logical reasoning Suggested resources: Scratch, Barefoot Computing