



Annesley Primary & Nursery School Progression Map



Subject: Computing

Intent

It is our intention enable pupils to develop the skills needed to utilise technology effectively. We intend to build a computing curriculum that prepares pupils to live safely in an increasingly digital British society where pupils can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems. Computing is an integral part to a child's education and everyday life. Therefore, we intend to support our pupils to access and understand the core principles of this subject through engaging and cross-curricular opportunities. Our computing curriculum is built around the four core pillars of: basic computer skills, word processing and presentation skills, programming and e-safety.

Autumn	EYFS	Key Stage 1		Key Stage 2			
	Nursery/Year R Autumn	Year 1 Autumn	Year 2 Autumn	Year 3 Autumn	Year 4 Autumn	Year 5 Autumn	Year 6 Autumn
Knowledge	I can show an interest in technological toys with knobs or pulleys and real objects such as mobile phones and tablets I can explore how things work I can understand that the internet can be used to find out things	E safety I can understand that I should tell an adult if I see something upsetting online. I can understand that I should never give out personal information online	<u>E-safety</u> I can begin to rate and review information websites I can understand that anyone can create a website and that it is sometimes difficult to know if the information is true. I can understand and identify some of the risks that technology presents. (Cyberbullying, online gaming, texting)	<u>E safety</u> I can understand what cyber bullying is and recognise things online that may be upsetting Computer skills I can use the search engine to search safely online. I can book mark or favourite a page I can understand how word all that can affect the search result. I can communicate online safely, using a class blog or email	<u>E-Safety – Ongoing throughout whole year.</u> I can define cyberbullying. I can recognise hurtful comments online and talk about how to respond. I can define plagiarism. I can make a poster or presentation explaining how to stay safe online. I can explain what digital citizenship	<u>Computer skills</u> Comment on the layout and design of a webpage. Understand how a web page can be created and edited.	<u>Kodu programming</u> Understand how games can be created. Understand how write a basic program. Understand what de-bugging is.

					is and how to be a good digital citizen. I can explain why it is dangerous to share personal information online.		
Skills	I can use the IWB to write or draw a picture, changing the pen size and colour I can operate a programmable toy I can use an ipad or camera to take a picture I can choose an app on the iwb	<u>Computing Skills</u> I can use a computer mouse. (Draw Gruffalo /castle and save) I can log on and shutdown a computer. I can launch an application. I can save a file. I can open a web browser. I can search for an image online and save it. (Search for bears)	<u>Programming</u> I can create and debug a simple program to control an on-screen object. I can write an algorithm, refining the instructions to achieve a desired outcome.		<u>Word Processing and presentational skills</u> I can insert and format an image using the edit tool. I can use the spell check tool. I can create a table, adding and deleting rows and columns. I can use some keyboard shortcuts.	<u>Computer skills</u> Create a webpage with a chosen layout Format the text on the webpage Use the advanced features on google search Record and listen to my own sounds using a recording device.	<u>Programming</u> I can navigate the kodu program using the keyboard and the mouse. I can add objects to a world and program them using the 'When' and 'Do' tools. I can program a character to move around the track. I can adjust the character and track to make an appealing game.
Spring	EYFS	Key Stage 1		Key Stage 2			
	Nurser /Year R Spring	Year 1 Spring	Year 2 Spring	Year 3 Spring	Year 4 Spring	Year 5 Spring	Year 6 Spring

Knowledge	I can show an interest in technological toys with knobs or pulleys and real objects such as mobile phones and tablets I can explore how things work I can understand that the internet can be used to find out things I understand that I should only go on apps that my grown ups put on				<u>E-Safety – Ongoing throughout whole year.</u> I can define cyberbullying. I can recognise hurtful comments online and talk about how to respond. I can define plagiarism. I can make a poster or presentation explaining how to stay safe online. I can explain what digital citizenship is and how to be a good digital citizen. I can explain why it is dangerous to share personal information online.	<u>Esafety</u> Give an example of dangerous or inappropriate behaviour online and explain the consequences Understand why it is important to use a strong password to protect my personal information online Create a strong password to protect my personal information for use across different platforms Talk about advertising online, discuss why companies choose different websites to advertise their products Understand that everything we see online is not true	<u>Produce an advert</u> Identify what makes an effective advert. Understand how adverts are created.
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Skills	I can use the IWB to write or draw a picture, changing the pen size and colour I can operate a programmable toy I can use an ipad or camera to take a picture I can choose an app on the iwb	<u>Word processing skills</u> I can use a keyboard to type. I can select and format text I can format the font	<u>Word Processing and presentation skills</u> I can add and format an image to a presentation I can combine images, texts and sounds to create a simple presentation using appropriate software or app on an appropriate digital device I can select and use a variety of tools in a painting package eg the straight line, geometric shapes and flood fill tools.	<u>Word processing skills</u> I can use the undo and redo buttons. I can use the bold, italic and underline tools. I can change the font size. I can use the upper and lowercase writing. I can align the text I can use cut, copy and paste Tools and sometimes using the control shortcuts I can create text boxes (non-chronological report Egypt)	<u>Programming</u> I can create sophisticated algorithms and procedures. I can include procedures with variables	<u>3D modelling</u> Draw 2D lines and shapes Draw simple 3D models Import 3D models form the 3D warehouse Use a range of SketchUp tools including shape, push, pull, orbit, pan, zoom, erase and fill.	I can search for specific information using an appropriate program. I can plan and write a script using appropriate software. I can use a camera or recording device to record a clip and import it onto a computer to play. I can import my video clips into an editing program. I can arrange video clips to make a short film. I can review and edit the end result.
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Summer	EYFS	Key Stage 1	Key Stage 2
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	Nursery/Year R Summer	Year 1 Summer	Year 2 Summer	Year 3 Summer	Year 4 Summer	Year 5 Summer	Year 6 Summer
Knowledge	I can show an interest in technological toys with knobs or pulleys and real objects such as mobile phones and tablets I can explore how things work I can understand that the internet can be used to find out things I understand that I should only go on apps that my grown ups put on	<u>Programming - Beebots</u> I can understand what an algorithm is.		<u>Programming</u> (code it/scratch) I can create and debug algorithms I can change and alter the pen settings I can create and debug algorithms to create shapes and patterns.	<u>E-Safety – Ongoing throughout whole year.</u> I can define cyberbullying. I can recognise hurtful comments online and talk about how to respond. I can define plagiarism. I can make a poster or presentation explaining how to stay safe online. I can explain what digital citizenship is and how to be a good digital citizen. I can explain why it is dangerous to share personal information online.	<u>Programming</u> Understand how games can be created. Understand how write a basic program. Understand what de-bugging is.	<u>E-safety</u> I can define cyberbullying and bullying and how they can both be harmful. I can talk about how to deal with cyberbullying. I can identify features of an unsecure or unsafe website. I can explain an action to stay safe online. I can explain what a stereotype is and how it might be dangerous online. I can explain what the SMART acronym means.

Skills	I can use the IWB to write or draw a picture, changing the pen size and colour I can operate a programmable toy I can use an ipad or camera to take a picture I can choose an app on the iwb	I can control a digital device by giving it instructions I can predict the outcome of a simple set of instructions	<u>Computer Skills</u> I can use the internet to search online safely. I can use simple navigation tools including hyperlinks, menus, index, forward and back buttons etc to explore pre-selected digital sources purposefully. I can contribute to a class e-mail or blog.	<u>Programming</u> (code it/scratch) I can create and debug algorithms I can change and alter the pen settings I can create and debug algorithms to create shapes and patterns.		<u>Programming</u> Move and edit blocks as part of an algorithm Program an algorithm as a sequence of game instructions with actions and consequences Use inference points to draw lines and shapes.	<u>Data collection on excel</u> I can insert words and numbers into a spreadsheet. I can identify cells by row and column. I can enter formulae using the SUM function. I can create graphs. I can create my own spreadsheet for a specific purpose. I can use numbers and formulae independently and for a purpose.
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Impact (End Points)						
EYFS	Key Stage 1		Key Stage 2			
Nursery/Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

