Computing Progression Grid 2021-22



	F1	F2	Y1	Y2
Skills	<u>Programming</u>	<u>Programming</u>	Programming	<u>Programming</u>
	- To use a remote control to	- Completes a simple program	- Give simple instructions to everyday	Write and test simple programs
	make equipment move	on a computer. (Beebot, Daisy	devices to make things happen	Use logical reasoning to predict the
	<u>Multimedia</u>	Dinosaur app)	<u>Multimedia</u>	behaviour of simple programs
	- Use a tablet to take photos	Multimedia	- Solve a problem using ICT	Multimedia
	and use the magnifying app to	- Identify known building and	- Complete simple tasks on a computer	Organise, store, manipulate and
	explore	features on google earth.	by following instructions	retrieve data in a range of digital
	- To operate simple equipment,	- To play video clips on tablets.	- Make decisions about whether or not	formats
	e.g. turns on CD player	- To play songs on CD player /	statements or images found on line	Identify obviously false information
		tablet.	are likely to be true	in a variety of contexts.
		- Use torches to explore light	Data Handling	Data Handling
		and transparent materials	- Say what a pictogram is showing	Place objects and pictures in a list
		/shadows.	them	or a simple table.
			- Put data into a program (pictogram)>	Make a simple Yes/No tree diagram
			- Sort objects and pictures in lists or	or sort information
			simple tables	
Knowledge	<u>Multimedia</u>	E-Safety	E-Safety	E-Safety
,ge	- Knows that information can	- Keeping safe on the internet	- Understand rules around e-safety	- Identify personal information that
	be retrieved from computers	<u>Multimedia</u>	and know who to tell if something	should be kept private.
		- Recognise that a range of	concerns them online	- Communicate safely, respecting
		technology is used in places	<u>Multimedia</u>	and considering other people's
		such as homes and schools.	- Knows that information can be	feelings online
		- Select and use technology	presented in different formats.	<u>Programming</u>
		for particular purposes.	- Know how and when ICT is used in	Recognise what algorithms are, how
			everyday life.	they are implemented as programs
			- Identify different devices that can	on digital devices and that programs
			go online and separate those that do	execute by following a sequence of
			not	instructions
			- Explain that images give information	<u>Multimedia</u>
				Explain why digital folders are used
				Explain how a branching diagram or
				tree works

Vocabulary	E-Safety	E-Safety	E-Safety	E-Safety
ocasaiai ,	Internet	Choices	Rules	Appropriate/inappropriate sites
	<u>Programming</u>	Internet	Online	Cyber-bullying
	Equipment	Website	Private information	Digital footprint
	Buttons	<u>Programming</u>	Email	Keyword searching
	Movement	Equipment	<u>Programming</u>	Programming
		Buttons	Instructions	Forward
		Movement	Buttons	Backward
		<u>Multimedia</u>	Robots	Right-angle turn
		Screen	Patterns	Algorithm
		Mouse	Program	Sequence
		Images	Multimedia	Debug
		Keyboard	Videos	Predict
		Paint	Camera stills	<u>Multimedia</u>
		Technology in our lives	Sounds	Paint effects
		Technology	Image bank	Templates
		Share	Word bank	Animation
		Create	Space bar	Documents
		Internet	Technology in our lives	Index finger typing
		<u>Data Handling</u>	Purpose	Enter/return
		Collect	Online tools	Caps lock
		Set of photos	Communicate	Backspace
		Count	Data Handling	Technology in our lives
		Organise	Photographs	Information sources
			Video	Communication
			Sound	Purposes
			Data	Website content
			Pictogram	Data Handling
			Digitally	Capturing moments
				Magnified images
				Questions
				Data collection
				Graphs
				Charts
				Save
				Retrieve
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Books				
Resources	CD player	CD player	Chromebooks	Chromebooks
	Remote control vehicles	Beebots	Purple mash	Purple mash
		Kindles / ipads		