

Computing Progression Grid



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

Vocabulary

E-Safety

Internet

Programming

Equipment

Buttons

Movement

E-Safety

Choices

Internet

Website

Programming

Equipment

Buttons

Movement

Multimedia

Screen

Mouse

Images

Keyboard

Paint

Technology in our lives

Technology

Share

Create

Internet

Data Handling

Collect

Set of photos

Count

Organise

E-Safety

Rules

Online

Private information

Email

Programming

Instructions

Buttons

Robots

Patterns

Program

Multimedia

Videos

Camera stills

Sounds

Image bank

Word bank

Space bar

Technology in our lives

Purpose

Online tools

Communicate

Data Handling

Photographs

Video

Sound

Data

Pictogram

Digitally

E-Safety

Appropriate/inappropriate sites

Cyber-bullying

Digital footprint

Keyword searching

Programming

Forward

Backward

Right-angle turn

Algorithm

Sequence

Debug

Predict

Multimedia

Paint effects

Templates

Animation

Documents

Index finger typing

Enter/return

Caps lock

Backspace

Technology in our lives

Information sources

Communication

Purposes

Website content

Data Handling

Capturing moments

Magnified images

Questions

Data collection

Graphs

Charts

Save

Retrieve

Books				
Resources	CD player Remote control vehicles	CD player Beebots Kindles / ipads	Chromebooks Purple mash	Chromebooks Purple mash