Computing Progression Grid

Key skills and Knowledge – Sticky Knowledge

Creswell C of E
Infant and Nursery School

	F1	F2	Y1	Y2
Knowledge	**Multimedia** - Recognise that a range of technology is used in places such as homes and schools.	**E-Safety** - Understands who to tell if something concerns them online. **Multimedia** - Know which different devices can go online and which can not	**E-Safety** - Understand rules around e-safety and understands that personal information should be kept private. **Programming** Understands what algorithms are **Multimedia** - Know how and when ICT is used in everyday life beyond school. - Knows that information can be presented in different formats. -Understands what digital folders are and why they are used.	**E-Safety** - Understands rules around e-safety and understands how to communicate safely, respecting and considering other people's feelings online **Programming** - Understands that algorithms are implemented as programs on digital devices and that programs execute by following a precise sequence of instructions **Multimedia** Understands that information maybe false information in a variety of contexts.
Skills	**Programming** - To use a remote control to make equipment move **Multimedia** - Use a tablet to take photos - To operate simple equipment, e.g. turns on CD player and play songs	**Programming** - Completes a simple program on a computer. (Beebot, Daisy Dinosaur app) **Multimedia** - Select and use technology for particular purposes: - To use the magnifying app to explore - To play video clips on tablets. - Use torches to explore light and transparent materials /shadows.	**Programming** - Give simple instructions to everyday devices to make things happen - Create simple programs **Multimedia** - 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 **Data Handling** - Say what a pictogram is showing them	**Programming** Knows how to create and debug simple programs. Can use logical reasoning to predict the behaviour of simple programs **Multimedia** Organise, store, manipulate and retrieve data in a range of digital formats **Data Handling** Place objects and pictures in a list or a simple table. Make a simple Yes/No tree diagram or sort information

		- Know how to enlarge / reduce photos on a tablet.	- Put data into a program (pictogram)	
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