Progression of skills in Computing

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computer Science	To identify a computer and it's main parts. To use a mouse in different ways.	To use a digital device to take a photograph. To use tools to change an image.	To explain how digital devices function. To identify input and output of devices.	To describe how networks physically connect to other networks.	To explain that computers can be connected together to form systems.	To explain how data is transferred across the internet.
Programming	To explain what a given command will do. To combine 'forwards' and 'backwards' commands to make a sequence.	To create a program using a given design. To create a program using my own design.	To identify that commands have an outcome. To recognise that a sequence of commands can have an order.	To identify that accuracy in programming is important. To create a program that uses count-controlled loops top produce a given outcome.	To create a program that controls a physical computing project. To control a simple circuit connected to a computer.	To define a variable as something that is changeable. To choose how to improve a game by using variables.
Using technology purposefully	To use a keyboard to edit text.	To describe what makes a good photograph.	To create a project from a task description.	To outline how websites can be	To use a digital device to record video.	To choose suitable ways to present data.

	To use a mouse in different ways.	To recognise that photos can be changed.	To consider how different layouts can suit different purposes.	shared via the world wide web.	To create a storyboard.	
Online safety	To create rules for using technology responsibly.	To explain how to use information technology safely.	To explain how to use a network and a server safely.	To evaluate the consequences of unreliable content.	To consider the impact of their choices made when making and sharing a video.	To communicate responsibly by considering what should and should not be shared on the internet.
Digital Literacy	To create rules for using technology responsibly.	To recognise that choices are made when using information technology.	To explain how a computer network can be used to share information.	To describe how content can be added and accessed via the world wide web.	To describe what makes a video effective and that it can be improved through reshooting and editing.	To evaluate different ways of working together online.
Common uses of technology around us	To identify and create rules for using technology responsibly.	To explain how technology helps us.	To compare digital and non-digital devices and how they can be connected.	To recognise how the content of the world wide web can be created by people.	To explain how search results are ranked.	To recognise how we communicate using technology
Networks including the internet	To use technology responsibly.	To use technology safely.	To explain how a computer network can be used to share information.	To describe how networks physically connect to other networks.	To identify how to use a search engine. To explain how search results are ranked.	To explain the importance of internet addresses.

Coding and programming	To explain what a given command will do. To use an algorithm to create a program.	To describe a series of instructions as a sequence. To use logical reasoning to predict the outcome of a programme.	To explore a new programming environment and make changes to a project.	To create a program in text-based language. To create a program that uses count-controlled loops to produce a given outcome.	To control a simple circuit connected to a computer. To explain that a loop can be used to repeatedly check whether a condition has been met.	To design a project that builds on a given example. To evaluate my project.
Technology around us	To identify technology.	To recognise that choices are made when using information technology.	To explain how digital devices around us function.	To recognise how networked devices make up the internet.	To recognise the role of computer systems in our lives.	To evaluate different methods of online communication.