

Progression of Skills – Computing



EYFS	
Information Technology	To play on a touch screen game.
	To use computers/ keyboards/ mouse in role play.
	To type letters with increasing confidence using a keyboard and tablet.
	To dictate short, clear sentences into a digital device.
	To identify a chart.
	To sort physical objects, take a picture and discuss what I have done.
	To record my voice over a picture.
	To create a simple digital collage.
	To move and resize images with my fingers or mouse.
	To take a photograph and use it in an app
	To record a short film using the camera and play a film
	To use a painting app and explore the paint and brush tools
	To scan a QR code.
	To explore a 360 image.
	To talk about AR objects in my class
To record sounds with different resources	
To record sounds/voices in storytelling and explanations	
Computer Science	To create a simple animation to tell a story including more than one character.
	To follow simple oral algorithms
	To spot, continue, copy and create simple repeating patterns.
	To sequence simple familiar tasks or stories
	To use a mouse, touch screen or appropriate access device to target and select options on screen
	To input a simple sequence of commands to control a digital device with support (Bee Bot)
Digital Literacy	To name their work so that others know it belongs to them.
	To safely use a range of technology for a purpose.

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Year 1	
Computer Science	To enact a given word
	To list which commands can be used on a given device
	To choose a command for a given purpose
	To choose a series of words that can be enacted as a program
	To choose a series of commands that can be run as a program
	To predict the outcome of a command on a device
	To build a sequence of commands in steps
	To combine commands in a program
	To run a program on a robot or a device
Information Technology	To create a picture using freehand tools
	To combine a range of tools to create a piece of artwork
	To use a mouse in different ways
	To use a keyboard to type and to edit text
	To choose options to achieve a desired effect
	To change the appearance of text on a computer
	To collect simple data
	To group objects to answer questions
	To explain that objects can be grouped by similarities (attribute)
Digital Literacy	To show how to use technology safely
	To identify the main parts of a computer
	To choose a piece of technology to do a job
	To recognise that some technology can be used in different ways

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Year 2	
Computer Science	To choose a series of words that can be enacted as a sequence
	To create and debug a program that I have written
	To trace a sequence to make a prediction
	To explain what happens when we change the order of instructions
	To test a prediction by running the sequence
Information Technology	To capture a digital image
	To take photographs in both landscape and portrait format
	To view photographs on a digital device
	To use zoom to change the composition of a photograph
	To use filters to edit the appearance of a photograph
	To improve a photograph by retaking it
	To use a computer to create a musical pattern
	To use a computer to compose a rhythm and a melody on a given theme
	To use a computer to play the same music in different ways (e.g. tempo)
	To evaluate a musical composition created on a computer

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	To improve a musical composition created on a computer
	To show I can enter data onto a computer
	To use a computer to view data in different formats
	To use pictograms to answer single-attribute questions
	To use a computer to answer comparison questions (graphs, tables)
Digital Literacy	To describe some uses of computers
	To identify information technology in school
	To identify information technology beyond school
	To show how to use information technology safely