

Computing Progression Document KS1

	FS1	FS2	Year 1	Year 2	Year 2
Computing systems & Networks	Computer systems & networks -Explore hardware (Adult supported)	Computer systems & networks -Explore hardware (Adult supported)	Computing systems and networks Improving mouse skills	Computing systems and networks What is a computer?	Computing systems and network Word Processing - Microsoft Office 365
	-To explore technology (CD player, remotes, telephones, mechanical toys) -To identify where technology is used in places, they are familiar - Homes, school -To operate a basic camera and take photos -To take selfie photographs and create a class gallery	-To explore technology (CD player, remotes, telephones, mechanical toys) -To identify where technology is used in places, they are familiar - Homes, school -To operate a basic camera and take photos -To take selfie photographs and create a class gallery	1.Logging In - To log in to a computer and access a website -To recognise what we mean by a computer -To understand why we need to log in to a computer -To log in and out of a computer account	1.Computer Parts To recognise the parts of a computer -To name the key parts of a computer -To explain the purpose of different computer parts -To explain that a keyboard contains lots of buttons	1.Getting to know the keyboard To begin to learn to touch type -To find keys on a computer keyboard -To identify the home keys on a computer -To understand how to type capital letters using 'shift'
	Summer 2 - To explore everyday technology in play e.g. phones and cameras Use everyday technology correctly in play e.g. phones, cameras	Spring 1- To explore technology such as beebots and mechanical toys To explain the different uses of technology e.g. phones, cameras	2.Click & Drag Skills - To develop mouse skills -To navigate a computer using a mouse -To understand what we mean by 'click' and 'drag' -To use the fill and stamp tools in Sketchpad	2.Inputs - To recognise how technology is controlled -To know that people control technology -To know that technology follows instructions -To predict what technology will do	2.Getting started with work processing - To understand how to use a word processor -To type a sentence into a word processor -To select all the text and make it bold or in italics -To explain how to make other changes using a word processor
			3.Drawing Shapes - -To use mouse skills to draw and edit shapes -To click and drag objects to change their size or position -To use a mouse to carefully position shapes -To move shapes in front of or behind each other	3.Technology Safari To recognise technology -To suggest what might have a computer inside -To explain why I think this -To suggest what the technology does	3. Newspaper Writer - To understand how to add images to a text document -To use keyboard shortcuts to alter text -To know how to search for and find an appropriate image -To import and alter an image in a document
			4.Drawing a Story - To draw a scene from a story using digital tools -To identify key parts of a story -To use drag and drop to move and resize images -To use a variety of tools to create different effects	4.Intervention - To create a design for an invention -To include an input and output as part of my invention -To explain how it works, including how to control it -To label my design clearly	4. Poetry Book - To create a poetry book using sources from the internet -To understand how to use text styles to create headings and subtitles -To copy and paste text into a document -To understand the importance of crediting source materials
		5.Self-Portrait - To create a self-portrait using digital techniques -To identify different facial features -To use click and drag to create and layer shapes -To resize, move and change the order of shapes	5.Real World Role Play -To understand the role of computers -To explain where computers are used -To suggest what their job is -To understand that computers work together	5. What happens when I post online? - To understand what happens to information posted online -To explain what online information is -To know what is safe to share online -To know who to talk to if something is shared that makes me feel sad or worried	

Computing Progression Document KS2

	Year 3	Year 3	Year 4	Year 5	Year 6
Computing systems & Networks	Computing systems and networks Emailing - Microsoft Office 365	Computing systems and network Journey inside a computer	Computing systems and networks Collaborative Learning - Microsoft Office 365	Computing systems and networks Search Engines - Microsoft Office 365	Computing systems and networks Bletchley Park - Microsoft Office 365
	1. Sending an email - To understand what email is used for and to send an email -To log in and log out of my email account -To write an email to my teacher -To understand that emails can be used to send information around the world	1. Inputs and outputs - To recognise basic inputs and outputs -To recognise some inputs and outputs -To understand that a computer follows instructions -To suggest what the computer is doing	1. Teamwork - To understand that software can be used to work online collaboratively -To understand that I can work with a partner without being in the same room -To contribute to teamwork sensibly and responsibly -To recognise what behaviour is appropriate when collaborating online	1. Searching Basics - To understand what a search engine is and how to use it -To explain what a search engine is -To use a search engine to navigate the web -To suggest keywords for searching	1. Secret Codes - To understand that there are lots of different types of secret codes -To understand why codes might be valuable -To identify some common secret codes -To decipher some secret codes -To write a message using a secret code
	2. Adding Attachments - To edit email content and add an attachment -To log in to my email account -To send an email with an attachment -To reply to an existing email	2. Building a paper laptop - To decompose a laptop -To suggest a laptop's inputs and outputs -To recognise a laptop is made up of many parts -To use logic to explain the purpose of some parts	2. Sharing a Document - To understand how to contribute to someone else's work effectively -To share my work with other people and access documents shared with me -To understand that it is important to be positive and supportive of my classmates -To use collaborative word processing software to make suggestions or comments on someone else's work	2. Inaccurate information - To be aware that not everything online is true -To recognise that not everything online is true -To understand anyone can create a website -To suggest ways of checking the validity of a website	2. Brute Force Hacking - To understand the importance of having a secure password -To know what is meant by brute force hacking -To understand why it is important to have a secure password -To understand why a longer password is more secure than a short one
	3. Be kind online - To understand the importance of being kind online and what this looks like -To understand how to use positive language within an email -To recognise when digital behaviour is unkind -To know how to be a responsible digital citizen when I encounter others online	3. Following instructions - To understand the purpose of computer parts -To explain that a computer is made up of many parts -To suggest the purpose of each part -To follow an algorithm	3. Microsoft Forms 1 - To understand how to create a digital survey -To understand how to create a Microsoft Form -To understand why a survey might be useful -To plan my survey	3. Web Quest - To search effectively -To understand the importance of keywords -To use the acronym TASK -To use my search skills to answer focused questions	3. Bletchley Park - To understand the importance of Bletchley Park to the World War II war effort -To know that Bletchley Park was important during WWII -To know what the first computer was built for -To create an information poster about Bletchley Park
	4. Cyberbullying - To understand that cyberbullying involves being unkind online -To recognise unkind behaviour and know how to report it -To be a responsible digital citizen -To offer advice to support other people who are victims of cyberbullying	4. Computer memory - To understand the purpose of computer parts -To explain that a computer is made up of many parts -To suggest the purpose of each part -To use a QR code	4. Microsoft Forms 2 - To create and share a Microsoft Form -To create a Microsoft Form -To share a form with my class	4. Information Poster - To create an informative poster -To have a clear poster title -To type at least five facts -To choose appropriate pictures, colours and designs -To consider fair use -To credit people for information, images and videos I use	4. Computing Heroes - To understand about some of the historical figures that contributed to technological advances in computing -To know some of the people who contributed to computing history -To identify what some historical achieved -To research one historical figure in detail

	<p>5.Fake Emails - To understand that not all emails are genuine</p> <ul style="list-style-type: none"> -To recognise when an email might be fake -To understand that I shouldn't click on links in an email unless I know what it is -To know what to do if I suspect an email is fake 	<p>5. Dismantling a tablet - To decompose a tablet computer</p> <ul style="list-style-type: none"> -To recognise a tablet is a computer -To compare similarities and differences across different types of computers -To use logic to suggest what's inside a computer 	<p>5. Shared Spreadsheets - To analyse data</p> <ul style="list-style-type: none"> -To export data to a spreadsheet -To highlight data using conditional formatting -To use a spreadsheet to calculate averages and sums of numbers 	<p>5. Web Crawlers - To understand how search engines work</p> <ul style="list-style-type: none"> -To understand the role of a web index -To explain what web crawlers are -To discuss page rank 	<p>5. Computing Heroes part 2 - To research and present information about historical figures in computing</p> <ul style="list-style-type: none"> -To identify why historical figures were influential in creating modern computers -To present information using a presentation software -To explain why a historical figure is important
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