Computing Progression End of Year Expectations



	Online Safety and Digital Literacy see Education for a Connected World	Information Technology	Computer Science
16 - 26 months			 Anticipates repeated sounds, sights and actions, e.g. when an adult demonstrates an action toy several times Seeks interest in toys with buttons, flaps and simple mechanisms and beginning to learn to operate them
22 – 36 months			 Seeks to acquire basic skills in turning on and operating some ICT equipment Operates mechanical toys e.g. turns the knob on a wind-up toy or pulls back on a friction car
30 – 50 months		Knows that information can be retrieved from computers	 Knows how to operate simple equipment e.g. turns on a CD player and uses a remote control Shows an interest in technological toys with knobs or pulleys, or real objects (cameras, mobile phones) Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images
40 - 60 months		 Completes a simple programme on a computer Uses ICT hardware to interact with age appropriate computer software 	, and the second
EYFS	 To be introduced to E-safety and Smartie the Penguin Recognise that a range of technology is used in places such as homes and schools Select and use technology for particular purposes 	 Be able to complete a simple programme on a computer or ipad e.g. Millie's Mouse and Keyboard Skills Develop keyboard and mouse skills Use ipads to take photographs of their models 	 To be able to use mechanical toys e.g. pulling back a friction car Know how to operate simple equipment e.g. using a remote control Shows an interest in technological toys or real objects like cameras and mobile phones Find out about every day technology in other places (supermarkets) and use technology for a purpose To be introduced to algorithms using the beebots
Y1	 Know that the internet is accessed all over the World and know some devices are connected to the internet. Know that they should always ask a responsible adult if they want to use a device and ask for help if they see anything that worries them. With support from an adult be able to find information on the internet. Know what personal information is and that they should never share this with anyone they don't know. 	 Be able to log onto a computer or use a QR code to evidence work on a tablet Be able to navigate around the screen with a mouse or touchpad Know how to type text using space bar for separate words to create something meaningful Be able to save and print work on PC or Tablet Be able to independently find and use an app on a tablet for instance to take and view a video or photograph 	 Know which button on a device represents which action e.g. Bee Bot Know how to program a robot to follow simple sequence of instructions (1- 2 turns) Make a simple sequence of instructions / algorithm Be able to make simple predications about an algorithm and a program. The Bee Bot will go Be able to change (debug) the program to improve the route
Builds on last year's skills	 Know devices that enable direct communication between people through images and text. Know what personal information is and that they should never share this with anyone they don't know. Know that they should tell a trusted adult if they are upset or worried about anything on a device. With support be able to use a safe search engine e.g. swiggle 	 Be able to save, retrieve and print work on PC or Tablet Know how to type and format text including basic punctuation and capital letters Any suitable software Be able to confidently use pointing device Mouse, Touchpad Be able to add and create simple images Be able to combine simple text and graphics, for instance create a poster for a purpose Any suitable software 	 Know how to program a robot to achieve set goal (sequence of 6-7 instructions: maze, point collecting) Begin to use block programming e.g. Scratch Junior (Alex, Daisy Dino) to complete a simple program. Be able to debug more complex problems e.g. a route on a Bee Bot / Blue Bot / Alex / Logo etc maze.

Computing Progression End of Year Expectations

