

Progressions of Skills in Computing

	Pre-School	EYFS	Year 1	Year 2
Logging In	Be able to turn an ipad on. Use the home button on a tablet.	Be able to turn an ipad on. Use the home button on a tablet.	Use a passcode on a tablet and log in on laptop/PC.	Navigate public drive to save and retrieve files.
Digital Literacy	Understand that adults help them use digital devices to support their learning.	Understand that digital devices can be used to create and communicate and that I should do these things with care.	That it is as important to be safe when online as it is in the real world.	Understand that there are amazing resources in the online world, but that there are also dangers and that they need to act with care when online.
Computational Thinking		Understand that logical thinking can solve problems.	Understand that decomposition is vital to solving problems.	Understand that problems can be decomposed and that actions should be sequenced logically to solve them.
Programming	Make a remote control vehicle move. Press buttons to make a vehicle move and stop. Create a program by moving blocks on a caterpillar.	Have an understanding of basic cause and effect when using devices. Make a floor robot move. Use simple software Make something happen. Make choices about the buttons and icons they press, touch or click on.	Know that that online and physical devices will follow instructions that they create. Give instructions to a friend and follow their instructions to move around. Describe what happens when they press buttons on a robot. Press the buttons in the correct order to make a robot do what they want. Describe what actions they will need to do to make something happen and begin to use the word algorithm. Begin to predict what will happen for a short sequence of instructions. Begin to use software/apps to create movement and patterns on a screen. Use the word debug when I correct mistakes when I program.	Know that an algorithm is a sequence of instructions that achieve a desired outcome. Give instructions to a friend (using forward, backward and turn) and physically follow their instructions. Identify and say the order they need to do things to make something happen and talk about this as an algorithm. Program a robot or software to do a particular task. Look at a completed program and identify and say what will happen. Use programming software to make objects move. Watch a program execute and spot where it goes wrong so that they can debug it.

Multimedia	Use an iPad to take a picture. Use the interactive whiteboard with an adult to complete activities and games.	Move objects on a screen. Create shapes and text on a screen. Use technology to show their learning.	Use different creative technology tools. Use technology to create and present their ideas. Use the keyboard or a word bank on a device to enter text. Save information in a special place and retrieve it again.	Use technology to organise and present ideas in different ways. Use the keyboard on a device to add, delete and space text for others to read. Talk about an online tool that will help them to share their ideas with other people. Save and open files on the device they use.
Handling Data		Talk about different kinds of information such as pictures, video, text and sound.	Talk about the different ways in which information can be shown. Use technology to collect information, including photos, video and sound. Sort different kinds of information and present it to others. Add information to a pictograph and talk to you about what they have found out.	Talk about the different ways they use technology to collect information, including a camera, microscope or sound recorder. Make and save a chart or graph using the data that they have collected. Talk about the data that is shown in a chart or graph. Begin to understand a branching database. Identify what kind of information I could use to help me investigate a question.
Technology In Our Lives	Use apps chosen by an adult to complete an activity.	Talk about technology that is used at home and in school. Operate simple equipment. Use a safe part of the Internet to play and learn.	Recognise the ways they use technology in our classroom. Recognise ways that technology is used in the home and community. Use links to websites to find information. Begin to identify some of the benefits of using technology.	Talk about why they use technology in their home, classroom and community. Start to understand that other people have created the information they use on the Internet. Identify benefits of using technology including finding information, creating and communicating. Talk about the differences between the Internet and things in the physical world.