Computing—Skills Progression

	Y1	Y2	Y3	Y4	Y5	Y6
Computer processing skills	Children will learn how to: • Type with two hands • Use the shift, space and enter key • Edit work by using the backspace, delete and arrow keys • Undo and redo text • Select and format text • Use a computer mouse • How to switch on and shut down a computer • Launch applications and manipulate windows • Open and save files and folders Drag objects using a mouse	Children will learn how to: • Use the skills necessary to create a simple presentation • Create folders and search for files • Print work	Children will learn how to: • Build on prior word processing skills • Use screenshots and the snipping tool • Set a theme for a PowerPoint • Use slide transitions and animations • Create hyperlinks in the action settings • Add audio and videos			Children will learn how to: • Understand and use spread sheets • Format and enter specific formulas • Solve specific problems such as number calculations • Create their own spread sheet
Computer art	Children will learn how to: • Use a simple painting program to paint • Use different colours and brushes • Create shapes • Fill areas • Undo and redo designs • Add text to a paint design	Children will learn how to: • Build on their prior computing painting knowledge • Create a painting in the style of an artist	Children will learn how to: • Draw, order, group and manipulate objects to make a picture		Children will learn how to: Develop and extend on their drawing skills to create 3D models Create simple and complex 3D models Add detail and manipulate 3D models using a variety of tools	

Programming and animation	Children will learn how to: • Understand the principles of programming through Bee-Bots and Scratch Jr • Give simple algorithms • Debug simple algorithms • Use logical reasoning to predict how a program will behave • Understand the basic principles of coding	Children will learn how to: • Create, test and debug algorithms through Turtle Logo • Give and follow simple instructions • Create text and debug algorithms for shapes and routes • Further develop algorithms using the 'repeat' command	Children will learn how to: • Move and draw a figure on a screen using algorithms and the 'repeat' command	Children will learn how to: • Write quizzes by combining questions • Solve problems • Test and debug algorithms • Improve and evaluate their work • Create an algorithm to program a procedure • Use colour • Set the position of the turtle (Turtle Logo) using coordinates • Use the arc command to create patterns using different shapes	Children will learn how to: • Use Scratch to build and edit algorithms • Develop their skills in writing their own algorithms as well as editing and debugging existing codes • Use flowcharts to program and control devices • Build sequences of instructions, control multiple outputs and structure algorithms with decisions and inputs	Children will learn how to: • Develop their skills in writing their own algorithms as well as editing and debugging existing codes • Structure code and animate characters and scenes, gradually building to create a short animated story • Program using Kodu
Using the internet		Children will learn how to: • Use the internet safely and purposefully • Search the internet using one word and make sense of the results • Use "for kids" to return suitable results • Follow links and then return to the search results • Use a range of search engines • Blog safely and responsibly	Children will learn how to: • Distinguish between a reliable and unreliable website or webpage • Save webpages in a browser, as well as in a file or folder, and how this can be shared with others • Identify ways of communicating online, and how they can keep safe		Children will learn how to: Create and edit a webpage using Google Use advanced search features in Google Create a webpage with the layout of their own	Children will learn how to: Create an entire website by first researching what makes a good website Create a sitemap and multi-page website Link pages internally and externally Search for creative commons images and attribute them appropriately
Sound and recording					Children will learn how to: • Use software and digital devices for recording sound • Present, listen to and review their own sound recordings	Children will learn how to: Film and edit Use digital devices for recording (video camera or tablet) to plan good quality interviews for a documentary Use video editing software

E-safety

Children will understand:	Children will understand:	Children will understand:	Children will understand:	Children will understand:	Children will understand:
• Rules to follow to keep safe online • How to search for reliable sources online • How to keep personal information private • How to put their name and date on something that is theirs • How to safely use email for communication	• Websites that are appropriate and not • Digital footprints • Cyberbullying • Keyword searching online • How to judge whether a website is a good source of information or not	• The importance of secure passwords • How to communicate online safely • How websites use promotions • In-person and online communication differences • How to communicate effectively via email	• How to be a good online citizen • How to protect themselves from online identify theft • Cyberbullying messages • How to increase the strategies for keyword searches • Plagiarism	• How to create strong passwords • How to build a strong digital citizenship community • Spam and its consequences • How to cite a website • Photo alternations and how can photos can be altered digitally	• How to talk safely online • How to be a good digital citizen • Privacy rules and policies • How to tackle and deal with cyberbullying if it arises • How online stereotypes can be influential