

St Mary's Primary School, Oxted

Computing Progression

Computing						
EYFS	Year 1	Year 2	Year 3	Year4	Year5	Year 6
Technology: children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	Algorithms Follow clear instructions to create basic things e.g. jam sandwich. Understand that algorithms are instructions. Create and debug Create own sets of instructions to get beebots to complete certain tasks, debug when it goes wrong. Logical reasoning Understand that computing technology will only do what it is programmed to do. Create, organise, store, manipulate Use technology to create their own pieces of work	Algorithms - Create sets of instructions for both digital and unplugged scenarios (e.g. robot friends) Create and debug Use of beebots to solve physical problems. Use events to start an algorithm(/program) and begin to explore use of loops. Logical reasoning Making predictions, where will the beebot go etc. in more complex algorithms Create, organise, store, manipulate Create documents and slides and save	Design, write and debug Use sequence, selection, repetition and variables Explain how some simple algorithms and make corrections Understand computer networks Use search technologies effectively Select, use and combine a variety of software to achieve a goal Use technology safely	Design, write and debug Use sequence, selection, repetition and variables Explain how some simple algorithms and make corrections Understand computer networks Use search technologies effectively Select, use and combine a variety of software to achieve a goal Use technology safely	Design, write and debug Use sequence, selection, repetition and variables Explain how some simple algorithms and make corrections Understand computer networks Use search technologies effectively Select, use and combine a variety of software to achieve a goal Use technology safely	Design, write and debug Use sequence, selection, repetition and variables Explain how some simple algorithms and make corrections Understand computer networks Use search technologies effectively Select, use and combine a variety of software to achieve a goal Use technology safely

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	(photographs, artwork) Manipulate a picture using paint (or equiv). Recognise uses Sort items based on whether they are electronic or not. Online safety Think about safety Respond to worries or concerns What is a password and why do we have them? Stranger danger Sharing appropriate information Privacy	them with appropriate names. Recognise uses Identify opportunities to use technology in their daily lives. Online safety Could use online technology to make online safety more real (g.classroom) Manage passwords and personal data online. Know who to speak to about online safety concerns.				
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