

Computing Progression of Skills - The Meadows Primary School

Strand	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing systems and networks	Recognising technology in school and using it responsibly.	Identifying IT and how its responsible use improves our world in school and beyond.	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Identifying and exploring how information is shared between digital systems.	Recognising how the WWW can be used to communicate and be searched to find information.
Creating media	Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. Using a computer to create and format text, before comparing to writing non-digitally.	Capturing and changing digital photographs for different purposes. Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	Capturing and editing digital still images to produce a stop-frame animation that tells a story. Creating documents by modifying text, images, and page layouts for a specified purpose.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered. Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	Planning, capturing, and editing video to produce a short film. Creating images in a drawing program by using layers and groups of objects.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. Planning, developing, and evaluating 3D computer models of physical objects.
Programming	Writing short algorithms and programs for floor robots, and predicting program outcomes. Designing and programming the movement of a character on screen to tell stories.	Creating and debugging programs, and using logical reasoning to make predictions. Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	Creating sequences in a block-based programming language to make music. Writing algorithms and programs that use a range of events to trigger sequences of actions.	Using a text-based programming language to explore count-controlled loops when drawing shapes. Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	Exploring conditions and selection using a programmable microcontroller. Exploring selection in programming to design and code an interactive quiz.	Exploring variables when designing and coding a game. Designing and coding a project that captures inputs from a physical device.
Data and information	Exploring object labels, then using them to sort and group objects by properties.	Collecting data in tally charts and using attributes to organize and present data on a computer.	Building and using branching databases to group objects using yes/no questions.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Using a database to order data and create charts to answer questions.	Answering questions by using spreadsheets to organise and calculate data.