



Streetsbrook Infant & Early Years Academy

Computing: Progression Document

Computing Systems and Networks	EYFS	KS1	
		Year 1	Year 2
	Explore a range of technology Begin to use a range of technology Begin to navigate applications Hold an iPad correctly Turn on an iPad Name items of technology and where they are used. Understand that information can be gained from technology Begin to swipe and scroll Use a range of technology for a purpose Use applications for a purpose Use technology to support learning in the classroom Turn an iPad on and hold with confidence Understand the role of different technology. Swipe and scroll on an iPad with confidence	To use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	
		To use technology purposefully to create, organise, store, manipulate, and retrieve digital content. To recognise technology in school. To recognise how to use technology responsibly. To explain that technology is something that can help us.	To use technology purposefully to create, organise, store, manipulate, and retrieve digital content. To recognise technology beyond school. To recognise different types of computers used in school. To identify Information Technology (IT). To identify how IT's responsible use improves our world in school and beyond. To describe some uses of computers.

Creating media	Begin to watch videos using technology Listen to songs and rhymes Listen and watch songs and videos Listen and watch videos to gain information Record own videos	To choose appropriate tools in a chosen program. To create art with technology To make comparisons with working non-digitally. To use a computer to create and format text. To explain what different tools do. To recognise that computers can be used to create art. To use the shape and line tools. To use a range of paint colours. To recognise that a keyboard is used to enter text into a computer. To use the backspace key.	To capture and change digital photographs for different purposes. To use a computer as a tool to explore rhythms and melodies To experiment with different sounds on a computer. To use a computer to create a musical composition. To take a photograph in both landscape and portrait aspect. To identify how a photograph could be improved.
Programming	Begin to use toys with buttons and mechanisms Show interest in toys with buttons and mechanisms	To write short algorithms To programme floor robots. To predict programme outcomes To design and programme the movements of a character on screen. To explain what a given command does. To understand that a program is a set of commands that a computer can run.	To design algorithms and programs to trigger a sequence of code to make an interactive quiz. To describe that a series of instructions is a sequence. To explain what happens when we change the order of instructions. To create and debug programs To use logical reasoning to make predictions.



Data and information		To explore object labels To use labels to sort objects by properties. To collect simple data To identify that objects can be counted. To recognise that information can be presented in different ways	To collect data in tally charts To use attributes to organise and present data on a computer To use pictograms To use a computer to answer comparison questions (graphs, tables)
---------------------------------	--	---	--