Progression of Skills across the School within Computing

Computer Science	**Using Technology**	**Sequence of Learning**					
		I can show an awareness of cause and effect	I can make something happen for a purpose (turn on/off)	I can understand that different switches/icons make different things happen	I can identify symbols that represent different operations (eg; play /volume/start/back)	I can identify the correct equipment to use for a specific purpose	I can use a device confidently for its intended purpose
		Progression through school					
	EYFS	Exploration of technological cause and effect activities- toys, electronic tablets devices					
	KS 1 and 2	Starting to understand and use technology for a purpose					
	KS 3	Using technology for an intended purpose e.g. devices at leisure time- CD player, tablet to search the internet					
	KS 4 and Post 16	Functional technology in the home and community, eg; till, ATM, ticket machines (train), washing machine, hoover etc ASDAN: PDSE1, UTE1,2, PSE1,2, PFEE1, EWTE1					
	Algorithms and Programs	**Sequence of Learning**					
		I can show an awareness of cause and effect	I can make something happen for a purpose	I can repeat an action for an intended purpose	I can create a sequence of actions to make something happen	I can create a simple algorithm	I can create an algorithm and understand how to debug them
		Progression through school					
	EYFS	Experience cause and effect, use technology with simple button actions					
	KS 1 and 2	Experience cause and effect, begin to understand sequencing, creating a simple sequenced instruction					
	KS 3	Experience sequencing, to create a simple sequenced algorithm (set of instructions)					
	KS 4 and Post 16	Explore sequencing, Use the programmable objects and software to create simple algorithms. ASDAN: FISE1					

Information Technology	Digital image skills (Animation and video)	Sequence of Learning					
		I can show an awareness of images and videos	I can use a device to take photos/videos	I can choose whether to take a photo/video for a specific purpose	I can take a sequence of photos/videos for a specific purpose	I can retrieve images from a device and put into an editing document	I can take images edit them and add text for a purpose (movie app or word document)
		Progression through school					
	EYFS	Using technology to take digital images					
	KS 1 and 2	Take digital images of friends and play activities					
	KS 3	Use digital images to create multimedia presentations of things that interest them (PowerPoint/ animation/ videos/ Stop-go)					
	KS 4 and Post 16	Use digital images to create multimedia presentations for instructional purposes (eg how to cross the road/ Jamie Oliver style cooking demonstrations etc through PowerPoint/ animation/ videos/ Stop-go) ASDAN: MLTE1,2, DISE1					
	Multimedia (Audio and Music)	Sequence of Learning					
		I can show an awareness of a sound on a device	I can activate audio sounds through trial and error on a device	I can use specific icons/buttons to control the audio device (play /stop /skip/ volume)	I can record my voice/audio (on a big mack/ipad/ microphone)	I can transfer my audio recording into a software package	I can play, record, save and transfer music/ audio files
		Progression through school					
	EYFS	Use technology to play/ stop music, use a microphone to listen to my voice,					
	KS 1 and 2	Use technology to create music (digital instruments) record and playback					
	KS 3	Use technology to create music (digital instruments) evaluate and improve					
	KS 4 and Post 16	Create multimedia presentations including my recorded voice and audio sounds ASDAN: MLTE1,2, DISE1					

Information Technology	Electronic Communication (word processing)	Sequence of Learning					
		I can show an awareness of text on a screen	I can make marks on a device screen (drawing package)	I can input text from a keyboard	I can write sentences in a word document	I can understand simple icons within a word document (save, print, font)	I can write a message on an electronic device and send/ print appropriately
		Progression through school					
	EYFS	Using and experiencing devices with drawing packages, text input device					
	KS 1 and 2	Type a letter to a friend in word/communicate in print, send an email to another class					
	KS 3	Type a letter to a business (community event), send an email from a story character,					
	KS 4 and Post 16	Functional online communication- filling in online forms, send and retrieve an email/ text, writing a letter/CV ASDAN: DISE1, PPIE1					
	Data retrieving/ Research and Organisation (internet)	Sequence of Learning					
		I can show an awareness of images from the internet	I can choose which websites I would like to use	I can use a search tool	I can select a website specific to what I want to find	I can navigate through a specific website clicking on icons and going back	I can search the internet, retrieve the information needed and use appropriately
		Progression through school					
	EYFS	Experience the internet- watching videos, playing games on websites					
	KS 1 and 2	Use the internet for games, topic based research					
	KS 3	Search the internet for leisure activities (music/videos) and specific topic based learning and research, show an understanding of copyright, unknown authors and 'fakenews'					
	KS 4 and Post 16	Search the internet for functional information eg; train times, recipes, TV guides, the weather, music ASDAN: DISE1					

Digital Literacy	E- safety ('Education for a Connected World')	Sequence of Learning					
		I can show an awareness of people and devices in my environment	I can say when I have seen something I don't like	I can understand the difference between friends online and friends I meet	I can keep my passwords and personal details secure	I can understand the importance of not meeting people I have met through the internet	I can stay safe when using the internet
		Progression through school					
	EYFS	Following the STAR targets					
	KS 1 and 2	Following the STAR targets, understanding of 'friend', like/dislike of what has been seen, keeping information secure, not meeting online 'friends', talk to parent/carer about internet use					
	KS 3	Following the STAR targets, understanding of 'friend', like/dislike of what has been seen, keeping information secure, not meeting online 'friends', talk to parent/carer about internet use					
	KS 4 and Post 16	Following the STAR targets, understanding of 'friend', like/dislike of what has been seen, keeping information secure, not meeting online 'friends', talk to parent/carer about internet use ASDAN: ILKSE1, PPIE1					

EYFS	Autumn	Spring	Summer
Year 1	Information Technology Multimedia (sound and music) Digital Literacy- E-Safety	Computer Science Using Technology Digital Literacy- E-Safety	Information Technology Electronic Communication Digital Literacy- E-Safety
Year 2	Information Technology Digital image skills Digital Literacy- E-Safety	Computer Science Algorithms and programs Digital Literacy- E-Safety	Information Technology Data retrieval, research, organisation Digital Literacy- E-Safety

KS 1 and 2	Autumn	Spring	Summer
Year 1	Information Technology Digital image skills Digital Literacy- E-Safety	Computer Science Algorithms and programs Digital Literacy- E-Safety	Information Technology Multimedia (sound and music) Digital Literacy- E-Safety
Year 2	Information Technology Data retrieval, research, organisation Digital Literacy- E-Safety	Computer Science Using Technology Digital Literacy- E-Safety	Information Technology Electronic Communication Digital Literacy- E-Safety

KS 3	Autumn	Spring	Summer
Year 1	Information Technology Multimedia (sound and music) Digital Literacy- E-Safety	Computer Science Using Technology Digital Literacy- E-Safety	Information Technology Electronic Communication Digital Literacy- E-Safety
Year 2	Information Technology Digital image skills Digital Literacy- E-Safety	Computer Science Algorithms and programs Digital Literacy- E-Safety	Information Technology Data retrieval, research, organisation Digital Literacy- E-Safety

KS 4 and Post-16	Autumn	Spring	Summer
Year 1	Information Technology Digital image skills Digital Literacy- E-Safety	Computer Science Algorithms and programs Digital Literacy- E-Safety	Information Technology Multimedia (sound and music) Digital Literacy- E-Safety
Year 2	Information Technology Data retrieval, research, organisation Digital Literacy- E-Safety	Computer Science Using Technology Digital Literacy- E-Safety	Information Technology Electronic Communication Digital Literacy- E-Safety