Apley Wood Primary School Computing Curriculum Skills and Knowledge Progression



		EYFS	KS	51	LK	S2	UK	(S2
	Computer		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Substantive Knowledge	Science	I know how to operate simple technological equipment.	I know that instructions tell me how to make something work. I know that a robot/programmable toy can move in different directions. I know what a command is. I know that a series of commands can be joined together. I know what a sprite is.	I know what an algorithm is. I know what a prediction is. I know what a sequence is. I know how to follow a sequence.	I know what is meant by debugging. I know what repetition is. I know that 'Scratch' is a programming environment. I know the difference between an infinite loop and count- controlled loop.	I know how to move a screen turtle. I know what is meant by debugging. I know what repetition is. I know how to identify repetition in everyday tasks. I know what a sequence of instructions entails. I know the difference between an infinite loop and count-controlled loop.	I know that programs need testing. I know what an input device is (e.g. keyboard) I know what an output device is (e.g. speakers, printers) I know that computers link together to create a network. I know what is meant by selection and conditions.	I know that a variable is something that is changeable. I know how to improve a game by using variables. I know what an input device is (e.g. keyboard) I know what an output device is (e.g. speakers, printers) I know that systems require input and output device. I know different variables. I know that a loop can stop when a condition is met.
Disciplinary Knowledge & Skills		I can show an interest in real objects that involve technology. I can show skill in making toys work by pressing parts to achieve effects (sound, light, movement, showing of images).	I can control the movement of a floor turtle/robot using commands. I can use more than one command. I can run my program I can use a start block in a program.	I can start to debug any errors in code. I can explain what happens when we change the order of instructions. I can create a list of instructions to give to a robot. I can control and debug commands for programmable toys I can identify several possible solutions to a problem.	I can put programming commands into a sequence to achieve a specific outcome. I can describe the algorithm I will need for a simple task I can test my program and can recognise when I need to debug it. I can combine sound commands.	I can program a computer by typing commands. I can explain the effect of changing a value of a command. I can write an algorithm to produce a given outcome. I can improve the algorithm in my design. I can give basic logo commands.	I can use selection to control the outcomes in an interactive quiz. I can control the flow of the program. I can identify and modify conditions in a program. I can implement my algorithm to create the first section of my program.	I can identify a condition and an action in my project. I can use selection (an ifthen' statement) to direct the flow of a program. I know how to test and debug my project. I can experiment with different physical inputs. I can use an operand (e.g. <>=) in an if, then statement.

		I can build a sequence of commands.	I can explain the relationship between an event and an action. I can develop my program by adding features.	I can explain that a variable has a name and a value. I can identify ways that my game could be improved.

Vocabulary			Program Command Run Sprite Forwards Backwards Direction	Instructions Sequence Algorithm Debug Prediction Control	Sound Command Sequence Block Sprite Debug	Code snippet Forwards Backwards Repeat Infinite loops Count-controlled loops Program Decomposition Algorithm	'Ifthenelse' Selection Conditions Input/output device Modify Control Outcome Algorithm	Input/output device Condition-controlled loop Infinite loop Count-controlled loop Sensor control Variable
------------	--	--	---	---	--	---	---	--

		EYFS	KS	51	LK	S2	UK	.S2
	Information		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Substantive Knowledge	Technology	I know what a computer is.	I know I need to save my work. I know you can enter numbers into a computer. I know that double clicking means tap a word twice. I know what caps lock does. I know what the space bar does. I know what the space bar does. I know what the space bar does. I know what is meant by portrait and landscape format. I know why a picture may be unclear. I know that some photographs can be changed. I know that pictures can be made in lots of different ways.	 I know that art can be completed digitally. I know the differences between painting on a computer and on paper. I know what each tool icon represents. I know what data collection is. 	I know that animation is a sequence of drawings or photographs. I know how an animation works. I know what a animation frame is. I know the purpose of a branching database. I know what cloning is. I know why photos might be edited.	 I know the difference between text and images. I know what copy means. I know what paste means. I know that sound can be recorded. I know the difference between the input and output devices used to record and play sound. I know what a podcast is. I know that a data logger collects 'data points' from sensors over time. I know that the composition of digital images can be changed. I know that colours and filters can affect an image. 	I know that video is a media format. I know that a database consists of records and fields. I know that vector drawings are made using shapes. I know that vector drawings consist of layers. I know how to use a digital device to record video. I know how to store, retrieve, and export my recording to a computer. I know how to store, retrieve, and export my recording to a computer. I know how to o remove unwanted content and reorder clips. I know how to manipulate 3D objects digitally. I know how to find copyright-free images online. I know how to copy part of a drawing by duplicating several objects.	I know what a spreadsheet is. I know that the operations of multiplication, subtraction, division and addition are used to create formulas. I know what a website is. I know that websites are written in HTML. I know some common features of a webpage. I know what is meant by copyright. I know what a navigation path is. I know what a hyperlink is.

	_							
		I can interact with a computer or tablet to make	I can open a word		I can use onion	I can plan and record	I can capture video	I can combine grouping
		something happen successfully.	processor.	I can tell you why I use	skinning to help me	appropriate content	using a range of filming	and sorting to answer
				technology in the	make small changes	for a podcast.	techniques	specific questions.
		I can interact with age-appropriate computer	l can use a computer	classroom.	between frames.			
		software.	to write.			I can edit, trim, and	I can create a	I can build a data set in
				I can identify benefits	I can improve my	align voice recordings.	storyboard to outline	a spreadsheet.
		I know how to turn on and off a device.	I can identify and find	of using technology.	animation.		scenes in my video	
			keys on a keyboard.			I can combine	content.	I can construct a
			keys off a keyboard.	I can create sound and	I can evaluate my	sound effects,		formula in a
			Lean ontertextinte a	a musical pattern.	own and other	background music	I can plan and	spreadsheet.
			l can enter text into a computer		people's animations.	and existing voice	construct a 3D model	
			computer	I can present	F F	recordings.	based on a design.	I can apply a formula to
				information using a	l can create two			multiple cells by
			I can use letter,	computer.	groups of objects	I can explain what data	I can create my own	duplicating it.
			number, and Space		separated by one	can be collected using	vector drawing by	
			keys	I can create a	attribute.	sensors.	moving, resizing,	I can present data in
				pictogram using a			rotating, and	the form of a chart.
			I know how to change	computer	I can investigate	I can plan how to	changing the colours	
			the text's appearance.		questions with yes/no	collect data using a	of a selection of	
ø				I can use a digital	answers.	data logger.	objects.	
			I know how to 'undo'	device to take a				
ŭ) C		my actions.	photograph.	I can arrange objects	I can interpret data and	I can select an	
b D					into a tree structure.	draw conclusions.	appropriate chart to	
\exists			I can compare typing				visually compare data.	
\leq			on a computer to		I can test my branching			
ŭ	<u> </u>		writing on paper.		database to see if it		I can develop search	
\simeq	, Skills				works.		techniques to answer	
Disciplinary Knowledge	- V						questions about the	
a			I can select		Lean cheace suitable		data.	
.⊆			appropriate colours,		I can choose suitable			
a	_		brush sizes, and brush		images for a project.			
Ū.			tools to independently					
100			create an image in the		I can change font style,			
			style of an artist.		size, and colours for a			
					given purpose.			
			I can make lines/marks					
			on a screen and can		I can copy and paste			
			explain which tools I		information into my			
			used.		work.			
			I know how to use the		I can choose a suitable			
			paint tools to draw a		layout for a given			
			picture.		purpose.			
			picture.					
			I know how to group					
			objects to answer		I can make design			
			questions.		choices for my			
			questions.		artwork.			
			I can describe the					
			properties of an		I can describe the			
			object.		World Wide Web as			
			object.					
					the part of the			

	I can sort information into groups.	Drint	Internet that contains websites. I can use the school network to save and retrieve my work.	Text	Mideo	Grandshart
> c	Light Focus Portrait Landscape Image Photograph Lens Compose Capture Pictogram Tally Chart	Paint Draw Tools Shape Line Mark Fill Picture Image Data Collect Group Sort	Animation Stop-frame animation Frames Onion-skin Repeat Copy Paste Alter/edit Movement Flip-book Branching database Yes/no questions Sort Organise Data Evaluate Test	Text Image Desktop Publishing Templates Orientation Content copyright-free images soundwave audio-recording record podcast audio voice background music trim edit data logger data collection	Video Editing Retrieve Export 3D model Moving Resizing Duplicating Align Vector Shapes Line Grid Resize Reflection Modify Database Grouping Sorting Filtering	Spreadsheet Data Cells Formula Rows Columns Chart Duplicating

		EYFS	KS	51	LK	S2	UK	S2
	Digital		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
e	Digital Literacy (Includes- E-Safety)	I know some safer internet rules. To use 'Educated for a Connected world' to deliver: Self-image and identity Online reputation Health, well-being and lifestyle Managing online information Online bullying Online relationships Privacy and security Copyright and ownership I know that the internet can be used to communicate.	Computing systems and networks: Technology around us I know that technology is something that helps us. Self-image and identity I know to speak to an adult I can trust if sad/worried. Online reputation I know what	Computing systems and networks: IT around us I know what information technology (IT) is. I know how information technology helps us. Online bullying I know what bullying is, how people may bully others and how bullying can make	Computing systems and networks: Connecting Computers I know how digital devices function. Self-image and identity I know what is meant by the term 'identity'. Online reputation I know why you need to be careful before	Computing systems and networks: The Internet I know that the internet is a network of networks. I know that the World Wide Web is part of the internet which contains websites and web pages. Online bullying I know different ways people can be bullied	Computing systems and networks: Sharing information I know that computers can be connected together to form systems. Self-image and identity I know how my identity online can be copied, modified or altered.	Computing systems and networks: Communication I know that searches online need to be refined to achieve the best results. Online bullying I know how someone would report online bullying in different contexts. Online relationships I know how sharing something online
Substantive Knowledge		I know that the internet can help me find information online. I know simple examples of my personal information (e.g. name, address, birthday, age, location). I know someone who would be trustworthy to share personal information with. I know that work I create belongs to me.	 I know What information I should not put online without asking a trusted adult first. I know that information can stay online and could be copied. Health, well-being and lifestyle Managing online information I know how to find information using digital technologies, e.g. search engines, voice activated searching. I know that we can encounter a range of things online including things we like and don't like as well as things which are real or make believe / a joke. 	someone feel. Online relationships I know who I should ask before sharing things about myself or others online. I know why I have a right to say 'no' or 'I will have to ask someone'. I know who can help me if I feel under pressure to agree to something, I am unsure about or don't want to do. Privacy and security I know that online information about me could be seen by others. I know what is meant by 'private' and 'keeping things private' online. Copyright and ownership I know that content on the internet	sharing anything personal. Health, well-being and lifestyle I know what is meant by a healthy balance online. Managing online information I know what autocomplete is. I know that the internet can be used to sell and buy things. I know the difference between a 'belief', an 'opinion' and a 'fact. I know that not all opinions shared may be accepted as true or fair by others.	through a range of media (e.g. image, video, text, chat) I know when someone is upset, hurt or angry online. Online relationships I know strategies for safe and fun experiences in a range of online social environments (e.g. livestreaming, gaming platforms) I know how to be respectful to others online and describe how to recognise healthy and unhealthy online behaviours Privacy and security I know that internet use is never fully private and is monitored, e.g. adult supervision.	I know ways that information about anyone online can be used by others to make judgments about an individual and why these may be incorrect. Health, well-being and lifestyle I know that some apps and games may request or take payment for additional content (e.g. in-app purchases, lootboxes) and know the importance of seeking permission from a trusted adult before purchasing. Managing online information I know the benefits and limitations of using different types of search technologies e.g. voice-activation search engine.	something online may have an impact either positively or negatively. I know how to be kind and show respect for others online including the importance of respecting boundaries, regarding what is shared about them online and how to support them if others do not. Privacy and security I know effective ways people can manage passwords (e.g. storing them securely or saving them in the browser). I know what to do if a password is shared, lost or stolen.

				may belong to other people.		I know what the digital age of consent is and the impact this has on online services asking for consent. I know how to keep my personal information private, depending on context. Copyright and ownership I know not to use content without permission from the owner, e.g. videos, music, images.	I know what fake news is, and how it may affect someone's emotions and behaviour. I know what is meant by a 'hoax'. I can explain why someone would need to think carefully before they share. I know what is meant by 'being sceptical', and can give examples of when/why it is important to be 'sceptical'. I know what a stereotype is.	apps and services that provide privacy settings. I know that online services have terms and conditions that govern their use. Copyright and ownership I know what is meant by plagiarism.
--	--	--	--	-----------------------------------	--	--	--	---

Disciplinary Knowledge & Skills		I can recognise that I can say 'no' / 'please stop' / 'I'll tell' / 'I'll ask' to somebody who asks me to do something that makes me feel sad, embarrassed or upset. I can give examples of how I (might) use technology to communicate with people I know. I can identify ways that I can put information on the internet I can describe ways that some people can be unkind online and can offer examples of how this can make other feel.	I can identify a computer and its main parts. I can use a mouse in different ways. I can use a keyboard to type and edit on a computer. I can recognise that there may be people online who could make someone feel sad, embarrassed, or upset. I can identify rules that help keep us safe and healthy in and beyond the home when using technology.	I can recognise the uses and features of information technology. I can explain why anyone who experiences bullying is not to blame. I can talk about how anyone experiencing bullying can get help. I know how someone might use technology to communicate with others they don't also know offline and explain why this might be risky. (e.g. email, online gaming, a pen- pal in another school / country). I can explain how passwords can be	I can identify input and output devices. I can explain how a computer network can be used to share information. I can recognise the physical components of a network. I can explain why someone might change their identity depending on what they are doing online (e.g. gaming; using an avatar; social media) and why I can give examples of what anyone may or may not be willing to share about themselves online.	I can evaluate the consequences of unreliable content; not everything on the World Wide Web is true. I can explain why I need to think carefully about how content I post might affect others, their feelings and how it may affect how others feel about them (their reputation).	I can describe the input, process, and output of a digital system I can recognise the role of computer systems in our lives. I can use a search engine and I know that searches are ranked. I can make responsible choices about having an online identity, depending on context. I can search for information about an individual online and summarise the information found. I can explain how technology can affect health and	I can choose methods of communication to suit purposes. I can explain how to capture bullying content as evidence (e.g. screengrab, URL, profile) to share with others who can help me. I can describe how things shared privately online can have unintended consequences for others. e.g. screen- grabs. I can describe how and why people should keep their software
---------------------------------	--	--	--	--	--	---	--	--

		I know how to get help from a trusted adult if we see content that makes us feel sad, uncomfortable worried or frightened. I can explain some people have devices homes conn the internet examples (e. fridges, toys, televisions)	accountsto be careful before sharing anything personal.howI can explain simple guidance for using technology in and giveg. lights,environments and	I can describe how some online services may seek consent to store information about me; I know how to respond appropriately and who I can ask if I am not sure. When searching on the internet for content to use, I can explain why I need to consider who owns information on websites and whether I have the right to reuse it.	 well-being both positively (e.g. mindfulness apps) and negatively. I can recognise the benefits and risks of accessing information about health and well- being online and how we should balance this with talking to trusted adults and p rofessionals. I can evaluate digital content and can explain how to make choices about what is trustworthy e.g. differentiating between adverts and search results. I can explain key concepts including information, reviews, fact, opinion belief, validity, reliability and evidence. I can identify ways the internet can draw us to information for different agendas, e.g. website notifications, pop-ups, targeted ads. I can describe ways of identifying when online content has been commercially sponsored or boosted, (e.g. by commercial companies or by vloggers, content creators, influencers) 	 and apps up to date, e.g. auto updates. I can describe ways in which some online content targets people to gain money or information illegally; I can describe strategies to help me identify such content (e.g. scams, phishing). I can use search tools to find and access online content which can be reused by others. I can make references to and acknowledge sources I have used from the internet.
--	--	--	---	---	--	--

Vocabulary			Identity Online Avatar Information Trusted adult Offline Consent Devices Search engines Real/make believe Webpage Voice activated searching Content Rules Safe Healthy	Bullying Online Unkind Upset Personal information Trusted Trust-worthy Passwords Protect Private Belonging Save work Created	Share Created Copied Reputation Digital personality Anonymity Identity Autocomplete Belief Opinion Fact Fake news Positive Negative	Online bullying Banter Teasing Chat Image Video Behaviour Support Share Personal information Password Confidentiality Digital age of consent Monitored Trusted adult Permission Owner Content	Share Created Copied Reputation Digital personality Anonymity Autocomplete Belief Opinion Fact Analyse Judgement In-app purchases Skeptical Pop-ups Notifications Validity Fake news Influence Manipulation Stereotype	Online bullying Banter Teasing Chat Image Video Behaviour Support Share Helpline services Abusive users Block Personal information Password Confidentiality Digital age of consent Monitored Trusted adult Strong password Geolocation Scams Phishing Illegal Permission Owner Content Referenced Acknowledgement Plagiarism
------------	--	--	--	--	--	--	--	--

Visits/Visitors	Amazing ICT support	Amazing ICT support	Amazing ICT support	Amazing ICT support