

Teach Computing Progression Of Skills

	Information Technology	Data Science	Computer Science	Programming	Multimedia – Graphics	Multimedia – Audio
Year 1	<p>1.1.1- I can identify technology</p> <p>1.1.2- I can identify a computer and its main parts</p> <p>1.1.3- I can use a mouse in different ways</p> <p>1.1.4- I can use a keyboard to type</p> <p>1.1.5- I can use the keyboard to edit text</p> <p>1.1.6- I can identify rules to keep us safe</p> <p>1.5.1- I can identify and find keys on a keyboard</p> <p>1.5.2- I can add and remove text on a computer</p> <p>1.5.3- I can type capital letters</p> <p>1.5.4- I can select all of the text by clicking and dragging</p>	<p>1.4.1- I can describe objects using labels</p> <p>1.4.2- I can count a group of objects</p> <p>1.4.3- I can find objects with similar properties</p> <p>1.4.4- I can count objects with the same properties</p> <p>1.4.5- I can compare groups of objects</p> <p>1.4.6- I can answer questions about groups of objects</p>		<p>1.3.1- I can predict the outcome of a command</p> <p>1.3.2- I can follow an instruction</p> <p>1.3.3- I can predict the outcome of a sequence</p> <p>1.3.4- I can compare left and right turns</p> <p>1.3.5- I can choose the order of commands in a sequence</p> <p>1.3.6- I can find more than one solution to a problem</p> <p>1.6.1- I can use commands to move a sprite</p> <p>1.6.2- I can use more than one block by joining them together</p> <p>1.6.3- I can find blocks which have numbers</p>	<p>1.2.1- I can use the paint tools to draw a picture</p> <p>1.2.2- I can use the shape and line tools effectively</p> <p>1.2.3- I can choose appropriate shapes</p> <p>1.2.4- I know that different paint tools do different jobs</p> <p>1.2.5- I can change the colour and brush sizes</p> <p>1.2.6- I can say whether I prefer painting using a computer or using paper</p>	

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	<p>1.5.5- I can use 'undo' to remove changes</p> <p>1.5.6- I can write a message on a computer and on paper</p>			<p>1.6.4- I can add blocks to each of my sprites</p> <p>1.6.5- I can create an algorithm</p> <p>1.6.6- I can test the programs I have created</p>		
Year 2		<p>2.4.1- I can record data in a tally chart</p> <p>2.4.2- I can use pictograms to answer simple questions</p> <p>2.4.3- I can create a pictogram</p> <p>2.4.4- I can create a pictogram to arrange objects by an attribute</p> <p>2.4.5- I can create a pictogram and draw conclusions from it</p> <p>2.4.6- I can use a computer program to present information in different ways</p>	<p>2.1.1- I can identify examples of computers</p> <p>2.1.2- I can move and resize images</p> <p>2.1.3- I can find examples of information technology</p> <p>2.1.4- I can explain how information technology helps people</p> <p>2.1.5- I can recognise how to use information technology responsibly</p> <p>2.1.6- I can explain simple guidance for using information technology</p>	<p>2.3.1- I can describe a series of instructions as a sequence</p> <p>2.3.2- I can use an algorithm to program a sequence</p> <p>2.3.3- I can predict the outcome of a sequence</p> <p>2.3.4- I can explain that programming projects can have code and algorithm</p> <p>2.3.5- I can use my algorithm to create a program</p> <p>2.3.6- I can debug a program that I have written</p>	<p>2.2.1- I can capture digital photos</p> <p>2.2.2- I can take photos in both landscape and portrait format</p> <p>2.2.3- I can discuss how to take a good photograph</p> <p>2.2.4- I can explore the effect that light has on a photo</p> <p>2.2.5- I can recognise that images can be edited</p> <p>2.2.6- I can apply a range of photography skills to capture a photo</p>	<p>2.5.1- I can say how music can change emotions</p> <p>2.5.2- I can identify that there are patterns in music</p> <p>2.5.3- I can use a computer to experiment with pitch and duration</p> <p>2.5.4- I can identify that music is a sequence of notes</p> <p>2.5.5- I can create music for a purpose</p> <p>2.5.6- I can explain improved my work better</p>

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				<p>2.6.1- I can identify the start of a sequence</p> <p>2.6.2- I can predict the outcome of a sequence of commands</p> <p>2.6.3- I can create a program using a given design</p> <p>2.6.4- I can change a given design</p> <p>2.6.5- I can create an algorithm</p> <p>2.6.6- I can debug</p>		
Year 3	<p>3.5.1- I can explain the difference between text and images</p> <p>3.5.2- I can format text</p> <p>3.5.3- I can choose appropriate page settings</p> <p>3.5.4- I can make changes to content after I've added it</p> <p>3.5.5- I can consider how</p>	<p>3.4.1- I can create questions with yes/no answers</p> <p>3.4.2- I can select an attribute to separate objects</p> <p>3.4.3- I can group objects using my own yes/no questions</p> <p>3.4.4- I can identify objects using a branching database</p> <p>3.4.5- I can explain why</p>	<p>3.1.1- I can explain how digital devices function</p> <p>3.1.2- I can identify input and output devices</p> <p>3.1.3- I recognise how digital devices change the way we work</p> <p>3.1.4- I can explain how networks share information</p> <p>3.1.5- I can explore how</p>	<p>3.3.1- I can explore a new programming environment</p> <p>3.3.2- I can create a program following a design</p> <p>3.3.3- I can create a sequence of connected commands</p> <p>3.3.4- I can explain what a sequence is</p> <p>3.3.5- I can change the</p>	<p>3.2.1- I can explain animation is a sequence of images</p> <p>3.2.2- I can create an effective stop frame animation</p> <p>3.2.3- I can plan an animation</p> <p>3.2.4- I can evaluate the quality of my work</p> <p>3.2.5- I can provide and listen to feedback</p> <p>3.2.6- I can evaluate the</p>	

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	<p>different layouts can suit different purposes 3.5.6- I can identify the uses of desktop publishing in the real world</p>	<p>databases need structure 3.4.6- To compare the information shown in a pictogram with a branching database</p>	<p>digital devices can be connected 3.1.6- I can recognise the physical components of a network</p>	<p>appearance of my project 3.3.6- I can implement my algorithm as code 3.6.1- I can explain the relationship between an event and an action 3.6.2- I can program movement 3.6.3- I can choose blocks to set up my program 3.6.4- I can develop my program by adding features 3.6.5- I can identify and fix bugs 3.6.6- I can make design choices and justify them</p>	<p>impact of mixing medias</p>	
Year 4		<p>4.4.1- I can identify data that can be gathered over time 4.4.2- I can explain that</p>	<p>4.1.1- I can describe how networks physically connect 4.1.2- I can recognise</p>	<p>4.3.1- I know accuracy in programming is important 4.3.2- I can create a program in a</p>	<p>4.5.1- I can explain that digital images can be edited 4.5.2- I can adjust the composition of an image</p>	<p>4.2.1- I can identify digital devices that can record sound and play it back</p>

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		<p>sensors are input devices</p> <p>4.4.3- I can identify the intervals used to collect data</p> <p>4.4.4- I can use a computer program to sort data</p> <p>4.4.5- I can use a data logger to collect data</p> <p>4.4.6- I can draw conclusions from the data that I have collected</p>	<p>networked devices make up the internet</p> <p>4.1.3- To outline how websites can be shared via the World Wide Web</p> <p>4.1.4- I can describe how content is added and accessed on the World Wide Web</p> <p>4.1.5- I can recognise content is created by people</p> <p>4.1.6- I understand the consequences of unreliable content</p>	<p>text-based language</p> <p>4.3.3- I can identify everyday tasks that include repetition</p> <p>4.3.4- I can modify a count-controlled loop to produce a given outcome</p> <p>4.3.5- I can decompose a program</p> <p>4.3.6- I can create count-controlled loops</p> <p>4.6.1- I can predict the outcome of a snippet of code</p> <p>4.6.2- I can choose when to use a count-controlled and an infinite loop</p> <p>4.6.3- I can explain what the outcome of the repeated action should be</p> <p>4.6.4- I can modify an infinite loop in a given program</p>	<p>4.5.3- I can describe how images can be changed for different uses</p> <p>4.5.4- I can choose appropriate tools to retouch an image</p> <p>4.5.5- I can sort images into 'fake' or 'real'</p> <p>4.5.6- I can evaluate how changes can improve an image</p>	<p>4.2.2- I can use a digital device to record sound</p> <p>4.2.3- I can explain a digital recording is stored as a file</p> <p>4.2.4- I can explain audio can be edited</p> <p>4.2.5- I can use editing tools to arrange sections of audio</p> <p>4.2.6- I can evaluate editing choices made:</p>
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				<p>4.6.5- I can design a project that includes repetition</p> <p>4.6.6- I can refine the algorithm in my design</p>		
Year 5		<p>5.4.1- I can use a form to record information</p> <p>5.4.2- I can explain what a 'field' and a 'record' is in a database</p> <p>5.4.3- I can group information to answer questions</p> <p>5.4.4- I can choose multiple criteria to answer a given question</p> <p>5.4.5- I can select an appropriate chart to visually compare data</p> <p>5.4.6- I can refine a search in a real-world context</p>	<p>5.1.1- I can explain that systems are built using a number of parts</p> <p>5.1.2- I can recognise the role of computer systems in our lives</p> <p>5.1.3- I can explain that data is transferred over networks in packets</p> <p>5.1.4- I can explain that the internet allows different media to be shared</p> <p>5.1.5- I can contribute to a shared project online</p> <p>5.1.6- I can identify different</p>	<p>5.3.1- I can control a simple circuit connected to a computer</p> <p>5.3.2- I can write a program with count-controlled loops</p> <p>5.3.3- I can experiment with a 'do until' loop</p> <p>5.3.4- I can identify a condition and an action in my project</p> <p>5.3.5- I can identify a condition to start an action (real world)</p> <p>5.3.6- I can use selection to produce an intended outcome</p> <p>5.6.1- I can explain how</p>	<p>5.5.1- I can identify the main drawing tools</p> <p>5.5.2- I can create a vector drawing by combining shapes</p> <p>5.5.3- I can modify objects to create different effects</p> <p>5.5.4- I recognise that vector drawings consist of layers</p> <p>5.5.5- I can group to create a single object</p> <p>5.5.6- I can create alternatives to vector drawings</p>	<p>5.2.1- I can plan a video project using a storyboard</p> <p>5.2.2- I can identify digital devices that can record video</p> <p>5.2.3- I can capture video using a digital device</p> <p>5.2.4- I can recognise the features of an effective video</p> <p>5.2.5- I can explain how to improve a video by reshooting and editing</p> <p>5.2.6- I can make edits to my video and improve the final outcome</p>

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			ways of working together online	<p>selection is used in computer programs</p> <p>5.6.2- I can explain conditional statements connect a condition to an outcome</p> <p>5.6.3- I can explain how selection directs the flow of a program</p> <p>5.6.4- I can design a program which uses selection</p> <p>5.6.5- I can implement my algorithm to create the first section of my program</p> <p>5.6.6- I can identify ways the program could be improved</p>		
Year 6		6.4.1- I can answer questions from an existing data set	6.1.1- I can compare results from different search engines	<p>6.3.1- I can define a 'variable'</p> <p>6.3.2- I can explain why a</p>	6.2.1- I know that websites are written in HTML	

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		<p>6.4.2- I can apply an appropriate number format to a cell</p> <p>6.4.3- I can construct a formula in a spreadsheet</p> <p>6.4.4- I can apply a formula to multiple cells by duplicating it</p> <p>6.4.5- I can apply a formula to calculate the data I need to answer questions</p> <p>6.4.6- I can choose suitable ways to present data</p>	<p>6.1.2- I can recognise the role of web crawlers in creating an index</p> <p>6.1.3- I can explain how search results are ranked</p> <p>6.1.4- I can describe some of the ways that search results can be influenced</p> <p>6.1.5- I can recognise how we communicate using technology</p> <p>6.1.6- I can evaluate different methods of online communication</p>	<p>variable is used in a program</p> <p>6.3.3- I can make use of an event in a program to set a variable</p> <p>6.3.4- I can design a project that modifies a given example</p> <p>6.3.5- I can use my design to create a project</p> <p>6.3.6- I can evaluate my project</p> <p>6.6.1- I can apply my knowledge of programming to a new environment</p> <p>6.6.2- I can use a variable in an if... then... else... statement to select the flow of a program</p> <p>6.6.3- I can use a condition to change a variable</p> <p>6.6.4- I can modify a program to achieve a different outcome</p> <p>6.6.5- I can decide what</p>	<p>6.2.2- I can plan the features of a web page</p> <p>6.2.3- I can consider the ownership and copyright</p> <p>6.2.4- I can recognise the need to preview pages</p> <p>6.2.5- I can make multiple web pages and link them using hyperlinks</p> <p>6.2.6- I can evaluate the user experience of a website</p> <p>6.5.1- I can select, move, and delete a digital 3D shape</p> <p>6.5.2- I can identify how graphical objects can be modified</p> <p>6.5.3- I can select and duplicate multiple 3D objects</p> <p>6.5.4- I can identify the 3D shapes needed to</p>	
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				variables to include in a project	create a model of a real-world object 6.5.5- I can modify multiple 3D objects 6.5.6- I can evaluate my model against a given criterion	
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