



Crawley Ridge Infant School – Progression in Computing.



(Sequence and Structure)

Implementation

	Year R	Year 1	Year 2
Topics Covered	Making, recording and listening to sounds, Capturing still and Moving Images, Using electronic and programmable toys	Use of IT in school, Online Safety, Following Instructions (algorithms), Maze Explorers, Scratch Junior/Beebots/Cubetto (coding), Grouping and Sorting, Spreadsheets, Technology in the Wider World, Representing a Story	Using IT with Respect, Safe Searching and Sharing, Effective Searching, Creating a Recount, Communicating with others Online, Position and Direction, Purplemash Coding, Questioning, Spreadsheets, Presenting Ideas and Data, Making music
Computer Science	<ul style="list-style-type: none">• Pupils show an interest in and explore technological toys• Pupils show skill in making toys work by pressing and pulling parts or lifting flaps to achieve effects such as sound, movements or new images	<ul style="list-style-type: none">• Pupils understand what an algorithm is and how they are implemented as programs on digital devices• Pupils recognise common uses of information technology beyond school	<ul style="list-style-type: none">• Pupils understand what algorithms are and that programs execute by following precise and unambiguous instructions

<p>Digital Literacy</p> <p>(Online Safety)</p>	<ul style="list-style-type: none"> • Pupils are aware that they can use the internet to play and learn supported by trusted adults • Pupils begin to understand the difference between online and real experiences • Pupils become aware of how to stay safe and what to do if they are concerned 	<ul style="list-style-type: none"> • Pupils can use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content on the internet or other online technologies 	<ul style="list-style-type: none"> • Pupils understand how to communicate with others online safely and respectfully • Pupils begin to understand how to interpret information eg Is it real? • Pupils can search the internet using websites which are age appropriate such as 'DK Find Out'
<p>ICT</p>	<ul style="list-style-type: none"> • Pupils begin to understand that information can be retrieved from computers • Pupils complete a simple program on a computer • Pupils use IT hardware to interact with age appropriate software 	<ul style="list-style-type: none"> • Pupils use technology purposefully to create, store and retrieve digital content including fact files, programs, stories, simple functions in spreadsheets and graphs 	<ul style="list-style-type: none"> • Pupils use technology purposefully to create, organise, store, manipulate and retrieve digital content including leaflets, programs, graphs, more complex spreadsheets (including a greater range of functions) and databases

Key Vocabulary	Programmes, computer/tablet/phone, walkie-talkies, online safety, explore	Following precise instructions, algorithm, program, code, save, retrieve, technology, internet, online safety,	Following precise instructions, algorithm, program, code, debugging, save, retrieve, technology, internet, online safety, talking to others online
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