



COMPUTING CURRICULUM SKILLS PROGRESSION

	RECEPTION	YEAR 1	YEAR 2
Computer Science	In Early Years, computing is used to support and enhance learning across all areas of learning. Technology is used to form part of a language rich environment. Children use the Smart board to select games, songs and dances they would like to join in with; keeping them engaged whilst supporting their physical development. iPads are sometimes used during freeflow to provide children with opportunities to express themselves and communicate with one another.	• Give and follow instructions. • Predict what will happen for a short series of instructions. • Describe the action needed to make something happen and begin to use the word 'algorithm.' • Press buttons in the correct order to achieve a result. • Begin to use software/apps to create movement and patterns on a screen. • Use the word 'debug' when correcting mistakes in programming.	• Discuss the order of instructions needed to make something happen and talk about this as an 'algorithm'. • Programme a robot or software to perform a particular task. • Watch a program execute and debug if necessary.
Information Technology	Throughout the Reception year, computing learning is also child initiated. This can be seen during freeflow, where pupils have access to computers and the light box. Software is used to support early maths and phonics skills, as well as provide additional opportunities for children to understand the world by researching and using maps and images as part of discussions. Children also enjoy experimenting with cameras and BeeBots. They are taught how to stay safe with technology by telling an adult if they have any problems.	• Use a camera. • Create digital content for a purpose • Be creative with different technology tools. • Retrieve and manipulate digital content • Store digital content. • Use a keyboard to enter text. • Record sound and playback. • Create digital artwork. • Use a programme to write and illustrate a short story. • Save my work in the right place and retrieve it. • Use a basic word processing package.	• Organise digital content • Be creative with different technology tools • Use technology to organise and present my ideas. • Save documents in the right place and retrieve it. • Create a simple digital painting. • Use technology to organise and present ideas. • Use the keyboard to add, delete and space text. DATA • Make a chart or graph using data collected. • Talk about data shown in a chart or graph. • Say what kind of information could be used to help investigate a question.
Digital		• Recognise the way we use technology in our world. • Tell an adult when something unexpected or worrying is seen online • Agree and follow sensible e-safety rules.	• Explain why personal information needs to be kept private. • Describe the things that happen online which an adult must be told about.