

Computing Skills Progression

Digital Literacy and Control

Year 6	Understand that poor input equals unreliable results. Use sequence, selection and repetition in control. Add, amend and combine different forms of information in different ways. Use a range of concepts and ideas when presenting across different subjects. Use and add menu options, including hyperlinks.
Year 5	Know how to distinguish between good and bad information found on the internet. Make a homepage for a website. Capture sound, still and video images using a range of hardware (blog). Organise a wide range of information using ICT and save it in appropriate ways (database). Adapt and modify programs and refinements. Use simulations to explore patterns and relationships.
Year 4	Use repetition in control. Use sequencing software. Recognise the terms cell row column. Understand and use networks. Use ICT across a range of subjects (music focus). Save documents into different formats (e.g. PDF) work with variables and various forms of input and output. Make predictions about what might happen in a game program. Use repetition in control.
Year 3	Send an email and reply to one. Record using video and sound, and amend what they have recorded. Use algorithms to control movement. Create and debug simple programs. Search databases. Present information using a range of software. Use control commands to draw shapes. Format text for a specific purpose.
Year 2	Find information on the internet. Enter information to make a graph. Find and used stored information. Take digital photos and use them to make a simple slide show. Use a mouse and arrow key to position text, alter font and align text.
Year 1	Record their own voice and that of others. Recognise an email address and use the @ key. Fill in a data collection Sheet. Move and control a programmable toy.
EYFS	Identify things they see on screen. Use a mouse or key pad to make marks. Enjoy simple computer game. Move objects around on a screen.