

## **Armathwaite School**

Computing Progression Map

	on Map  Reception & Year 1		Year 2 & 3		Year 4, 5 & 6		
	Year A	Year B	Year A	Year B	Year A	Year B	Year C
Knowledge & Understanding	Recognise technology in everyday life (e.g., tablets, phones, computers).  Understand that computers follow instructions (algorithms).  Learn about online safety and responsible technology use.	Explore simple digital tools, such as paint programs and basic coding apps.  Understand that digital devices can store and retrieve information.  Learn that sequences of instructions (algorithms) can make things happen.	Understand what algorithms are and how they are used in programs.  Learn about responsible internet use and online communication.  Increased understanding of how to use software including Word, Publisher, PowerPoint etc.	Learn how digital content is created and shared. Understand the importance of privacy and passwords online.  Explore how search engines work and how to use them safely.  Understand how digital technology can be used to design real life products.	Understand more advanced coding concepts such as loops and variables.  Expand knowledge of presentation and data handling software.  Explore the impact of digital technology on society. Learn how computers communicate over networks, including the internet.	Be able to use technology to create films and podcasts.  Develop understanding of CAD to create more detailed / refined 3D printed products.  Understand copyright, plagiarism, and responsible digital use.	Explore artificial intelligence (AI) and emerging technologies.  Expand knowledge of coding through using a range of software / hardware (Crumble, Lego WeDo etc.)  Develop media and digital literacy knowledge.



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Skills	Use a mouse,	Create digital	Write simple	Create and	Write more	Create and edit	Explore how AI
Development	touchscreen, and keyboard to interact with digital content.  Follow simple instructions to complete a task.  Begin to develop an understanding of how to use technology safely and who to ask for help.	drawings and simple animations.  Take and store digital images.  Follow and create simple sequences of instructions (basic coding).	algorithms and debug errors in basic coding programs (e.g. Scratch, Beebots).  Know how to use technology safely and responsibly and who to report concerns to / ask for help.  Use a keyboard and mouse with increased confidence	organise digital documents (text, images, video).  Use search engines to find information safely.  Begin to use CAD to design products for 3D printing.	complex programs incorporating sequences, loops, and conditionals.  Use different types of software for presentations and data handling.  Learn about cyber safety, digital footprints, and online security.	multimedia projects (videos, podcasts, presentations).  Independently design products using CAD and 3D print.  Evaluate digital information for reliability and bias.	and machine learning work.  Be able to apply coding skills flexibly.  Further develop skills of media literacy.
Key Vocabulary	Computer, tablet, screen, keyboard, mouse, click, drag, type, internet, online safety, technology.	Algorithm, program, instruction, sequence, save, open, delete, digital, device.	Code, debug, sequence, input, output, data, program, animation, file, folder.	Data, database, search, website, link, document, graph, chart, online safety, password, CAD, filament, 3D	Network, internet, loop, variable, function, cyber security, encryption, digital footprint, spreadsheet, formula, cell, hyperlink.	copyright, plagiarism, database, algorithm, CAD, plate, filament, slicing, podcast, media.	AI, machine learning, program, loop, input, output, media literacy.