Computing Skill Progression

Year 1
Computer Systems and Networks – Technology Around Us
Understand that technology helps us.
Switch on and log in to a computer.
Use a mouse to click and drag.
Use a mouse to open a program.
Type their name on a computer.
Use the shift key to type a capital letter.
Save work to a file.
Open work from a file.
Identify rules to keep us safe and healthy when we are using technology.
Creating Media – Digital Painting
Use the paint tools to draw a picture.
Use the shape and line tools effectively.
Choose appropriate paint tools and colours.
Change the colour and brush sizes.
Spot the differences between painting on a computer and on paper.
Creating Media – Digital writing
Open a word processor.
Identify and find keys on a keyboard.
Enter text into a computer.
Use letter, number, and space keys.
Use backspace to remove text.
Type capital letters.
Identify the toolbar and use bold, italic, and underline.
Select a word by double-clicking .
Select all of the text by clicking and dragging.
Change the font.
Use 'undo' to remove changes.
Data and information – Grouping Data
Describe objects using labels.
Match objects to groups.
Count objects.
Group objects.
Count a group of objects.
Describe an object.
Describe a property of an object.
Find objects with similar properties.
Group objects in more than one way.
Decide how to group objects to answer a question.
Record and share what i have found.
Programming A – Moving a Robot
Predict the outcome of a command on a device.
Match a command to an outcome.
Run a command on a device.
Follow an instruction.
Start a sequence from the same place.
Predict the outcome of a sequence involving forwards and backwards commands.
Explain what my program should do.
Choose the order of commands in a sequence.
Debug my program.
Programming B – Introduction to Animation
Use commands to move a sprite.
Use more than one block by joining them together.

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Use a start block in a program.
Run my program.
Change the value.
Say what happens when I change a value.
Show that a project can include more than one sprite.
Delete a sprite.
Add blocks to each of my sprites.
Decide how each sprite will move.
Create an algorithm for each sprite.
Test the programs created.