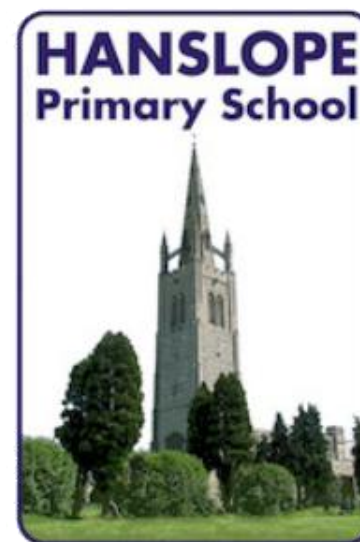


2025 -2026

Computing Progression of Skills

Year 1- 6



	Computer Systems and Networks	Creating Media 1	Data and Information	Creating Media 2	Programming
Year 1/2	<p>IT around us</p> <ul style="list-style-type: none"> • To recognise the uses and features of information technology • To identify information technology in the home • To identify information technology beyond school • To explain how information technology benefits us 			<p>Making music</p> <ul style="list-style-type: none"> • To say how music can make us feel • To identify that there are patterns in music • To experiment with sound - using a computer • To use a computer to create a musical pattern 	<p>An introduction to quizzes</p> <ul style="list-style-type: none"> • To explain that a sequence of commands has a start • To explain that a sequence of commands has an outcome • To create a program using a given design • To change a given design • To create a program using my own design

	<ul style="list-style-type: none"> To show how to use information technology safely -To recognise that choices are made when using information technology 			<ul style="list-style-type: none"> To create music for a purpose To review and refine our computer work 	<ul style="list-style-type: none"> To decide how my project can be improved
Year 3		Animation <ul style="list-style-type: none"> To explain that animation is a sequence of drawings or photographs To relate animated movement with a 	Branching databases <ul style="list-style-type: none"> To create questions with yes/no answers To identify the attributes needed to collect data 		Events and actions <ul style="list-style-type: none"> To explain how a sprite moves in an existing project To create a program to move a sprite in four directions

		sequence of images <ul style="list-style-type: none"> • To plan an animation • To identify the need to work consistently and carefully • To review and improve an animation • To evaluate the impact of adding other media to an animation 	about an object <ul style="list-style-type: none"> • To create a branching database To explain why it is helpful for a database to be well structured • To plan the structure of a branching database • To independently create an identification tool 		<ul style="list-style-type: none"> • To adapt a program to a new context • To develop my program by adding features • To identify and fix bugs in a program • To design and create a maze-based challenge
Year 4	The Internet <ul style="list-style-type: none"> • To describe how networks 			Photo editing <ul style="list-style-type: none"> • To explain that the 	Repetition in games <ul style="list-style-type: none"> • To develop the use of count-

	<p>physically connect to other networks</p> <ul style="list-style-type: none"> • To recognise how networked devices make up the internet • To outline how websites can be shared via the World Wide Web • To describe how content can be added and accessed on the World Wide Web • To recognise how the content of the 			<p>composition of digital images can be changed</p> <ul style="list-style-type: none"> • To explain that colours can be changed in digital images • To explain how cloning can be used in photo editing • To explain that images can be combined • To combine images for a purpose • To evaluate how changes 	<p>controlled loops in a different programming environment</p> <ul style="list-style-type: none"> • To explain that in programming there are infinite loops and countcontrolled loops • To develop a design that includes two or more loops which run at the same time • To modify an infinite loop in
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	<p>WWW is created by people</p> <ul style="list-style-type: none"> • To evaluate the consequences of unreliable content 			<p>can improve an image</p>	<p>a given program</p> <ul style="list-style-type: none"> • To design a project that includes repetition • To create a project that includes repetition
Year 5		<p>Video editing</p> <ul style="list-style-type: none"> • To explain what makes a video effective • To use a digital device to record video • To capture video using a range of techniques 	<p>Flat-file databases</p> <ul style="list-style-type: none"> • To use a form to record information • To compare paper and computerbased databases • To outline how you can answer 		<p>Selection in quizzes</p> <ul style="list-style-type: none"> • To explain how selection is used in computer programs • To relate that a conditional statement connects a

		<ul style="list-style-type: none"> • To create a storyboard • To identify that the video can be improved through reshooting and editing • To consider the impact of the choices made when making 	<p>questions by grouping and then sorting data</p> <ul style="list-style-type: none"> • To explain that tools can be used to select specific data • To explain that computer programs can be used to compare data visually • To use a real-world database to answer questions 		<p>condition to an outcome</p> <ul style="list-style-type: none"> • To explain how selection directs the flow of a program • To design a program that uses selection • To create a program that uses selection • To evaluate my program
Year 6	<p>Communication</p> <ul style="list-style-type: none"> • To identify how to use a search 			<p>Webpage creation</p> <ul style="list-style-type: none"> • To review an existing 	<p>Sensing</p> <ul style="list-style-type: none"> • To create a program to run

	<p>engine -To describe how search engines, select results</p> <ul style="list-style-type: none"> • To describe how search engines, select results • To explain how search results are ranked • To recognise why the order of results is important, and to whom • To recognise how we communicate using technology To 			<p>website and consider its structure</p> <ul style="list-style-type: none"> • To plan the features of a web page • To consider the ownership and use of images (copyright) • To recognise the need to preview pages • To outline the need for a navigation path • To recognise the implications of linking to content owned 	<p>on a controllable device</p> <ul style="list-style-type: none"> • To explain that selection can control the flow of a program • To update a variable with a user input • To use a conditional statement to compare a variable to a value • To design a project that uses inputs and outputs on
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	evaluate different methods of online communication			by other people	a controllable device <ul style="list-style-type: none">• To develop a program to use inputs and outputs on a controllable device
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