



**Crazies Hill C.E. Primary School**  
**Whole School Computing Curriculum Progression Map**

	EYFS (ELGs)	KS1		KS2			
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>E-Safety</b>		Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	Use technology safely and keep personal information private	<p>Use technology safely and respectfully, keeping personal information private</p> <p>Use technology safely and recognise acceptable and unacceptable behaviour</p>	<p>Use technology responsibly and understand that communication online may be seen by others</p> <p>Understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies</p>	Understand the need to only select age appropriate content	<p>Use technology respectfully and responsibly</p> <p>Identify a range of ways to report concerns about content and contact in and out of school</p>
<b>Computers</b>		Recognise common uses of information technology in the home and school environment	Recognise common uses of information technology beyond school	<p>Recognise familiar forms of input and output devices and how they are used</p> <p>Make efficient use of familiar forms of input and output devices</p>	Use other input devices such as cameras or sensors		
<b>Networks</b>				<p>Understand that computer networks enable the sharing of data and information</p> <p>Understand that the internet is a large network of computers and that information can be shared between computers</p>	Understand what servers are and how they provide services to a network	Begin to use internet services to share and transfer data to a third party	<p>Understand how computer networks enable computers to communicate and collaborate</p> <p>Begin to use internet services within his/her own creations to share and transfer data to a third party</p>



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	EYFS (30 - 50mths to ELGs)	KS1		KS2			
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Using computers</b>		Use technology to create digital content	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Use technology purposefully to create digital content comparing the benefits of different programs</p>	With support select and use a variety of software to accomplish goals	<p>With support select and use a variety of software on a range of digital devices</p> <p>With support select, use and combine a variety of software on a range of digital devices to accomplish given goals</p>	<p>Independently select and use appropriate software for a task</p> <p>Independently select, use and combine a variety of software to design and create content for a given audience</p>	<p>Independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information</p> <p>Design and create a range of programs, systems and content for a given audience</p> <p>Independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information</p>
<b>Net searching</b>				<p>Use simple search technologies</p> <p>Use simple search technologies and recognise that some sources are more reliable than others</p>	<p>Understand how results are selected and ranked by search engines</p>	<p>Use filters in search technologies effectively</p> <p>Use filters in search technologies effectively and appreciate how results are selected and ranked</p>	<p>Be discerning when evaluating digital content</p> <p>Use filters in search technologies effectively and be discerning when evaluating digital content</p>



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<b>Coding</b>		<p>Predict the behaviour of simple programs</p> <p>Understand what algorithms are and how they are implemented on digital devices</p>	<p>Use logical reasoning to predict the behaviour of simple programs</p> <p>Create simple programs</p> <p>Create and debug simple programs</p> <p>Debug simple programs by using logical reasoning to predict the actions instructed by the code</p> <p>Understand that programs execute by following precise and unambiguous instructions</p>	<p>Design, write and debug programs that control or simulate virtual events</p> <p>Use logical reasoning to explain how some simple algorithms work</p>	<p>Decompose programs into smaller parts</p> <p>Use logical reasoning to detect and correct errors in algorithms and programs</p> <p>Select, use and combine a variety of software, systems and content that accomplish given goals</p>	<p>Design, input and test an increasingly complex set of instructions to a program or device</p> <p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated</p> <p>Design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by user</p> <p>Use logical reasoning to explain how increasingly complex algorithms work to ensure program's efficiency</p>	<p>Include use of sequences, selection and repetition with the hardware used to explore real world systems</p> <p>Solves problems by decomposing them into smaller parts</p> <p>Create programs which use variables</p> <p>Use variables, sequence, selection and repetition in programs</p> <p>Use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently</p>
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