

St Cuthbert's Catholic First School COMPUTING PROGRESSION MAP

Year	Term	Unit/Focus	Early Years Curriculum / NC Programme of Study
Nursery and Reception	1	Turn on and operate simple equipment and toys Achieve effects with equipment such as sound and movement.	A range of technologies will be used as an enhancement for teaching and learning in all 7 areas of our curriculum. Forms of technology will be available within our continuous provision.
	2	Know that information can be retrieved from the internet. Complete a simple programme on a device.	
	3	Recognise a range of technology is used in the world. Select and use technology for a specific purpose.	
Years 1 and 2	1	Digital Literacy: Online Safety and Exploring Purple Mash Computer Science: Grouping and Sorting Information Technology: Pictograms	<ul style="list-style-type: none"> • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. • Create and debug simple programs • Use logical reasoning to predict the behaviour of simple programs. • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. • Recognise common uses of information technology beyond school. • Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.
	2	Computer Science: Lego Builders (Following & creating simple instructions) Computer Science: Maze Explorers (Direction keys and algorithms) Information Technology: Animated Storybooks	
	3	Computer Science: Coding Information Technology: Spreadsheets Digital Literacy: Technology Outside School	
Years 3 and 4	1	Computer Science: Coding Digital Literacy: Online Safety Information Technology: Spreadsheets	<ul style="list-style-type: none"> • Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. • Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. • Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. • Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration. • Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. • Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. • Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
	2	Information Technology: Touch Typing Digital Literacy: Email (Including Email Safety) Information Technology: Branching Databases	
	3	Information technology: Simulations Information Technology: Graphing Information Technology: Presenting	

