KNIGHTON MEAD PRIMARY ACADEMY **Computing Skills Progression**	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computer Science	Understand what algorithms are and how they are implemented on digital devices. Create/Predict the behaviour of simple programs / apps.	Understand that programs execute by following precise and unambiguous instructions. Understand that algorithms are implemented as programs on digital devises. Create and debug simple programmes.	Recognise familiar forms of input and output devices and how they are used. Write programs that accomplish specific goals. Use sequence in programmes. Understand that computer networks enable the sharing of data and information.	Make appropriate use of input and output devices. Design, write and debug programs that accomplish specific goals. Use repetition in programs. Understand that the internet is a large network of computers and that information can be shared between computers.	Design, write and debug programmes that accomplish specific goals, including controlling or simulating physical systems. Use logical reasoning to explain how a simple algorithm works. Use selection in programs. Understand computer networks including the internet and the opportunities	Design, write and debug programmes that accomplish specific goals, including solving problems by decomposing them into smaller parts. Use logical reasoning to detect and correct errors in programs. Create programs that use variables using sequencing, selection and repetition.
Digital Literacy **(Also refer to Everyone for a connected world document)**	Keep personal information private. Use technology safely. Recognise common uses of information technology in the home and school.	Use technology safely and keep personal information private. Use technology respectfully. Understand where to go for help and support when he/she has concerns about content or contact on the internet – Esafety / Online / Internet / Online Gaming	Use technology safely and respectfully, keeping personal information private. Recognise acceptable and unacceptable behaviour online. Identify a range of ways to report concerns about content online.	Use technology safely, respectfully and responsibly, keeping person information private. Understand cyberbullying and be able to recognise the signs. Identify a range of ways to report concerns about online content and contact.	Use technology safely, respectfully and responsibly, keeping person information private. Use technology responsibly and understand that communication online may be seen by others. Understand how computer networks enable computers to communicate.	Be discerning in evaluating digital content. Understand the need to only select age appropriate content. Identify a range of ways to report concerns about online content and contact. Understand how computer networks enable computers to communicate and collaborate.
Information Technology	Use technology purposefully to create digital content. Recognise common uses of information of information technology within home and school.	Recognise common uses of information technology beyond home and school. Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use technology purposefully to create digital content comparing the benefits of different programs.	Understand the importance of key words and phrases in search technologies. Use a variety of software to accomplish goals including collecting, designing, creating and presenting data and information.	Use simple search technologies and recognise that some sources are more reliable than others. Select and use a variety of software on a range of digital devices to accomplish goals including collecting, presenting, analysing and evaluating data and information.	Use filters in search technologies effectively. Select, use and combine a variety of software on a range of digital devices to accomplish given goals including collecting, presenting, analysing and evaluating data and information.	Using search technologies effectively and understanding different types of sources. 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.