## Computer Progression Plan

Intent: We intend to deliver a computing curriculum that prepares children to live safely in an increasingly digital society. Our computing curriculum enables children to explore and use technology creatively so that they can develop their computing skills in a variety of ways. They will become responsible, confident and competent users of information and communication technology.

Early Years	Basic Skills	Programming	Multimedia	E Safety
January St.	Can use the internet with adult supervision to play an ICT game linked to their learning.  To be able to use a mouse and to select colours, tools etc in a drawing programme.  To begin to use a keyboard to type words such as their name.  To talk about how Information technology is	To be able to make a bee bot move.  To make choices about the buttons nd icon they press, touch and click on.  Explore a range of objects that work in different ways eg egg whisk, torch, pulleys, household implements.	To be able to move objects on a screen.  To begin to use technology to show their learning.	To know what to do if something you see on a screen upsets you.  To know that it is important to be kind when using technology.
Key Stage 1	Basic Skills	Programming	Multimedia	E Safety
Year 1 Computing	To recognises common uses of information technology beyond school  To know what a file is and to be able to print their work.  To know that there are different types of technology in and out of school.  To understand how keyboards are used for typing and internet searches and to begin to use basic keys such as space bar and back space.	To program a bee bot to move forwards and backwards and begin to use turning.  To understand start, stop and go commands.  To understand how commands given to robots result in their movement.  To begin to understand an algorithm is a set of instructions.	To create text and images (with support using 2 animate and 2 publish)  To take photos using I pads.	To use technology safely and understand the importance of being kind.  To understand what 'personal information' is and why it is kept private.
Year 2 Computing	To know how to perform a simple internet search by following links. To be able to save and open a file on the devices they use.  To understand the importance of computers and communicating online.	To be able to give instructions to a friend using forward, back and turn and physical follow their instructions.  To understand how algorithms are used to give robots and devices instructions for movement. To be able to tell you the order that they need to do things to make something happen and talk about this as an algorithm.  To be able to watch a program execute and spot where it goes wrong so that I can debut it.	To know that a presentation can be a film, audio and images. To use technology to organise and present my ideas in different ways. (Powerpoints, 2 animate)	To explain why we keep personal information and passwords private. T To recognise the difference between real-life and online friends. To describe the things that happen online that I must tell an adult about. I can talk about why it is important to be kind and polite online and in real life.