

SOUTH WOOTTON INFANT SCHOOL

Computing Progression

	EYFS	YEAR 1	YEAR 2
Digital Literacy			
Online Safety	 Ask an adult when they want to use the Internet. Tell an adult when something worrying or unexpected happens while using the Internet. Use technology devices carefully and respectfully. Able to talk about the amount of time they spend using a computer/tablet/ game device. 	 Keeps their password private. Explain what personal information is. Tell an adult when something unexpected or worrying happens when online. Talk about why it is important to be kind and polite when using the internet. Recognises age appropriate websites. Agree to and follow Online Safety rules. 	 Explains why they need to keep their password and personal information private. Describe the things that happen online that they must tell an adult about. Talk about why they should go online for a short amount of time. Talk about why it is important to be kind and polite online and in real life. Know that not everyone is who they say they are on the Internet.
Technology in Our Lives	 Talk about technology that is used at home and in school. Operate simple equipment. Use a safe part of the Internet to play and learn. 	 Recognises the ways technology is used in their classroom. Recognises ways technology is used in their home and community. Uses links to websites to find information. Begins to identify some of the benefits of using technology. 	 Explains why/how they use technology in the classroom. Explains why/how they use technology at home and in the community. Beginning to understand that people have created the information they use. Identifies the benefits of using technology including finding information, creating and communicating.

Information Technology			Talk about the differences between the Internet and things in the physical World.
Multimedia	 Move objects on a screen. Create shapes and text on a screen. Use technology to show learning. 	 Uses different technology tools to be creative. Uses technology to create and present their ideas. Uses the keyboard or a word bank on a device to enter text. Save information in a special place and retrieve it again. 	 Uses technology to organise and present their ideas in different ways. Uses the keyboard on a device to add delete and space text for others to read. Talk about an online tool that will help them share their ideas with people. Save and open files on the device they use.
Handling Data	Talk about different kinds of information such as pictures, videos, texts and sound.	 Talks about the different ways in which information can be shown. Uses technology to collect information, including photos, video and sound. Sorts different kinds of information and present it to others. Add information to a pictograph and talk about what they have found out. 	 Talk about the different ways they use technology to collect information including a camera, microscope or sound recorder. Make and saves charts or graphs using data they collect. Talk about the data that is shown in their chart or graph. Beginning to understand a branching database. Able to explain what kind of information they could use to help them investigate a question.
Computer Science	Mala a Grandada a a a		Circle discrete find
Programming	Make a floor robot move.Use simple software/program to	Give instructions to a friend and follow their instructions to move	 Give instructions to a friend (using forward, backwards and

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	make something happen.	around.	turn) and physically follow their
	 Make choices about the buttons 	 Describes what happens when 	instructions.
	and icons they press, touch or	they press buttons on a robot.	Explain the order they need to
	click on.	 Presses buttons in the correct 	do things to make something
		order to make a robot do what	happen and talk about this as an
		they want.	algorithm.
		Describe what actions they need	Program a robot or software to
		to do to make something	do a particular task.
		happen.	 Look at a friend's programming
		Begin to use the word algorithm.	and tell them what will happen.
		Begin to predict what will	Use programming software to
		happen for a short sequence of	make objects move.
		instructions.	Watch a program execute and
		Begin to use software/apps to	identify where it goes wrong and
		create movement and patterns	debug it.
		on a screen.	
		Use the word debug when they	
		correct a mistake when they	
		program.	
Vocabulary	Control	Control	Control
	Information	Information	Information
	Internet	Internet	Internet
	Program	Program	Program
		Algorithm	Algorithm
		Data	Data
		Debug	Debug
		Search	Search
		Selection	Selection
		Sequence	Sequence
			Computer Networks
			Execute
			• Input
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	OutputSoftwareWorld Wide Web (www.)