



Computing: Progression of Learning

Please note that St Theresa's is using this document to plan the progression of skills and knowledge in Computing and that this document is still being developed by **TeachComputing** the NCCE (National Centre for Computing Education); this is a working document.

There are three strands to the subject of computing

1. Computer Science
2. Digital Literacy
3. Information Technology

Computing as a discipline is a broad mixture of concepts and skills that need to be represented in any structure

National Curriculum Computing programmes of study: key stages 1 and 2

EYFS KS1	Subject Content
	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.
KS2	Subject Content
	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.

The NCCE have also developed the expansion of these three strands into a taxonomy of ten

Taxonomy strand	Description
Algorithms	Being able to comprehend, design, create, and evaluate algorithms
Programming	Writing software to allow computers to solve problems
Data and Information	How data is stored, organised, and used to represent real-world artefacts and scenarios
Computer systems	What is a computer, how do its constituent parts function together as a whole
Networks	Understand how networks can be used to retrieve and share information and come with associated risks
Creating media	Select and create a range of media including text, images, sounds and video
Design and development	The activities involved in planning, creating and evaluating computing artefacts

Effective use of tools	Use software tools to support computing work
Impact of technology	How individuals, systems, and society interact with computer systems
Safety and security	Understanding risks when using technology and how to protect individuals and systems

This table shows skills and knowledge in the three strands and then mapped to the NCCE Taxonomy
Computer Science Strand - foundations

Cohort	Skills	Knowledge
EYFS	<ul style="list-style-type: none"> I can follow instructions I can begin to input a program 	begin to identify with support, examples of technology in the classroom
Year 1 & Year 2	<ul style="list-style-type: none"> I can give an example of an algorithm I can explain that an algorithm is a sequence of step by step instructions to make something happen or solve a problem. I can create a simple algorithm I can follow an algorithm I can implement an algorithm as program I can create a program from an algorithm that uses a sequence construct. I can create a precise algorithm I can find and fix errors in an algorithm and a program. I can input a program I can create a program that uses sequence 	<p>Understand what algorithms are</p> <p>Understand that an algorithm is precise step by step set of instructions to do something</p> <p>Understand that algorithms and programs are different</p> <p>Understand the programming construct of sequence</p> <p>Understand the term debug and how to do simple debugging e.g. for a bee-bot</p> <p>Understand input</p> <p>Understand that algorithms are implemented as programs on digital devices</p> <p>Understand that when an algorithm is inputted into a computer it's called a program.</p> <p>Understand that programs execute by following precise and unambiguous instructions</p>

	<p>I can predict the outcome of a simple program or algorithm.</p> <p>I can recognise that computers don't have a brain and just follow instructions which are programmed.</p>	<p>Use logical reasoning to predict the outcome of a program or an algorithm. E.g. Where will the programmable toy or on-screen sprite end up?</p> <p>Understand that computers don't have a brain and that we have to program them to do things.</p>
<p>Year 3 & Year 4</p>	<p>Build on from skills at years 1 and 2</p> <p>I can read and understand simple programs</p> <p>I can create a program from an algorithm</p> <p>I can match algorithm to code and the reverse of that</p> <p>I can design and create an algorithm to accomplish a specific goal.</p> <p>I can use different input and output devices</p> <p>I can find and fix bugs in my algorithm and program</p> <p>I can create a program that uses the construct of repetition</p> <p>I can create programs with events and actions</p> <p>I can modify a program</p> <p>I can recognise selection in a program or an algorithm</p>	<p>Build on from knowledge at years 1 and 2</p> <p>Understand that we create algorithms to help plan and design a program</p> <p>Understand the processes involved in creating algorithms and then implementing them as a program.</p> <p>Understand decomposition.</p> <p>Understand sequence and repetition programming constructs.</p> <p>Understand the forever and count controlled loops.</p> <p>Understand that algorithms are implemented as code and must be precise.</p> <p>Understand input and output (events and actions).</p> <p>Understand how to debug algorithms and programs.</p> <p>Understand how a program can be modified by changing parameters e.g. move X steps or turn X degrees</p> <p>Understand selection in algorithms, in programs to alter what happens when a condition changes, e.g. if...then...</p>
<p>Year 5 & Year 6</p>	<p>Build on from skills at years 3 and 4</p> <p>I can design and create an algorithm that can accomplish specific goals</p> <p>I can implement an algorithm as code</p> <p>I can work out an algorithm from code</p> <p>I can evaluate different algorithms</p>	<p>Build on from knowledge at years 3 and 4</p> <p>Understand and apply the three main programming constructs, sequence, repetition and selection.</p> <p>Understand how to plan out a program in detail, including task, algorithm, code and execution level. (levels of abstraction)</p>

	<p>I can convert existing algorithm from pseudocode into code</p> <p>I can solve problems by decomposing them into smaller parts.</p> <p>I can create a program that uses sequence, repetition, and selection.</p> <p>I can create a program which uses procedures (functions) and parameters</p> <p>I can create a program which uses variables</p> <p>I can use relational operators within my programs</p> <p>I can use logical reasoning to detect and correct errors in programs</p>	<p>Understand procedures (functions) and variables</p> <p>Understand abstraction</p> <p>Understand decomposition</p> <p>Understand basic nesting</p> <p>Understand input, process and output</p> <p>Understand that pseudocode is the description of an algorithm written in informal language</p> <p>Understand that programs can be “chunked” using procedures and that this is a form of abstraction.</p> <p>Understand that variables can be used to store data of different types. E.g. The score within a game usually consists of name and value.</p> <p>Understand how to use boolean and arithmetic operators e.g. if score > 5, say “well done”.</p> <p>Understand what will happen in a program or algorithm when the input changes (e.g. sensor, data or event).</p> <p>Understand two-way selection in programs and algorithms, i.e. if...then...else (condition starts action)=</p>
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Digital Literacy and IT Strand - application and implication

Cohort	Skills	Knowledge
EYFS	<p>I can be safe online</p> <p>I can use a keyboard for typing letters, numbers, symbols, backspace, enter, shift, caps lock, arrows and delete.</p> <p>I can use a mouse moving, dragging, scrolling, double and right clicking</p> <p>I can identify and occasionally use different types of controls such as touch and voice.</p> <p>I can recognise and control programmable toys</p> <p>I can identify computing technology at home.</p>	<ul style="list-style-type: none"> • recognise simple examples of personal information and trusted people • recognise it's OK to say no to someone who asks me to do something I don't want to do • recognise some ways the internet can be used to communicate. • identify ways that people can be unkind online • understand a list of rules to help keep us safe and healthy in when using technology. • begin to use the internet to find things out, with support • explore mark marking on iPads/IWB • experiment with using

	<p>school and the wider community.</p> <p>I can use technology safely and respectfully</p> <p>I can name the main parts of a computer</p>	<p>keyboard to make marks on a page</p>
<p>Year 1 & Year 2</p>	<p>I can use a keyboard for typing letters, numbers, symbols, backspace, enter, shift, caps lock, arrows and delete.</p> <p>I can use a mouse moving, dragging, scrolling, double and right clicking</p> <p>I can identify and occasionally use different types of controls such as touch and voice.</p>	<p>Understand that a keyboard and mouse is used to control a computer.</p> <p>Understand that controls can be different depending on the device we are using.</p> <p>Understand that there is a range of computing devices</p> <p>Understand that computing devices can be used for creating different media</p>

	<p>I can experience a range of digital content such as Images, video, music, text.</p> <p>I can create and edit digital content such as text and images.</p> <p>I can recognise and control programmable toys</p> <p>I can switch on, login etc.</p> <p>I can save and open files</p> <p>I can organise and present simple data and information by collecting, grouping, counting and comparing different types together.</p> <p>I can explain the purpose of information</p> <p>I can identify computing technology at home, school and the wider community.</p> <p>I can contrast digital and manual creation activities</p> <p>I can use technology safely and respectfully</p> <p>I can use information technology with purpose</p> <p>I can recognise common uses of information technology beyond school</p> <p>I can explain how these technology examples help us</p> <p>I can explain technology as something that helps us</p> <p>I can locate examples of technology in the classroom</p> <p>I can name the main parts of a computer</p> <p>I can explain that computers are in many everyday devices.</p> <p>I can explain the purpose of information technology in the home</p>	<p>Understand that different apps are used for creating and editing different media</p> <p>Understand how to access computing devices</p> <p>Understand that computing devices have a memory and can store the media that is created.</p> <p>Understand that computing devices can be used to store and process data and information.</p> <p>Understand that data and information can be presented using text and images e.g. pictograms</p> <p>Understand that we use different computing technology in different places beyond school.</p> <p>Understand when to use computing devices for the creation of work/media</p> <p>Understand that you can find information from a website.</p> <p>Understand when it's best to use IT and when not.</p> <p>Understand that IT is everywhere and plays a role in all our lives.</p> <p>Understand that there are many different types of computers</p> <p>Understand that many everyday devices and toys have computers or are controlled by computers.</p>
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	<p>I can describe some uses of computers</p> <p>I can identify examples of computers</p> <p>I can identify that a computer is a part of information technology</p>	
Year 3 & Year 4	<p>Build on from skills at years 1 and 2</p> <p>I can capture and store digital content using devices including sound, video, images, sensors and controllers. (Includes embedded devices, e.g. An iPad camera)</p> <p>I can make use of the main formatting tools</p> <p>I can use digital devices to organise and present data and information.</p> <p>I can create multimedia (text, sounds, images, video, 3D objects)</p> <p>I can find suitable information online and use this in my work.</p>	<p>Build on from knowledge at years 1 and 2</p> <p>Understand and use digital devices to capture and store content.</p> <p>Understand how text and images can be formatted</p> <p>Understand that information is data that has been processed.</p> <p>Understand how to use digital devices to present information and data purposefully. E.g. via an infographic or chart.</p> <p>Understand how to use multiple apps to create multimedia content for a purpose e.g. edit an image using photo editing software.</p> <p>Understand internet search technologies and how the results are presented.</p>
Year 5 & Year 6	<p>Build on from skills at years 3 and 4</p> <p>I can use collaboration tools</p> <p>I can select and use appropriate communication tools</p> <p>I can select and use appropriate content for a purpose and accuracy.</p> <p>I can use a search engine to find relevant and reliable information and be discerning about that information</p> <p>I can select and use appropriate content and awareness of ownership and copyright.</p>	<p>Build on from knowledge at years 3 and 4</p> <p>Understand how files can be created and stored in the cloud and shared with others in real time so that they can be worked on collaboratively. E.g. Use of Google Workspace to create shared docs and slides.</p> <p>Understand how to communicate effectively in the digital world e.g. using email, Google Classroom and other communication apps to share information.</p> <p>Understand computer networks and how data is transmitted using packets.</p> <p>Understand how the internet works and the different</p>

	<p>I can use technology safely, respectfully and responsibly.</p> <p>I can recognise acceptable/unacceptable behaviour</p> <p>I can identify a range of ways to report concerns about content and contact.</p> <p>I can explain how data is transmitted and received via computer networks and the internet.</p> <p>I can analyse and evaluate data and information</p>	<p>services it provides.</p> <p>Understand how to find relevant, reliable content and be discerning about that content</p> <p>Understand that the content found has ownership and is protected by copyright.</p> <p>Understand and use the internet safely and respectfully.</p> <p>Understand how to be a good digital citizen and where to go for help and support.</p> <p>Understand data and information. E.g. that information is data that has been processed.</p>
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Resources and references

<https://teachcomputing.org/curriculum>

<https://docs.google.com/document/d/1avlz1AlwdK3sh8Svdux4sbC84x6nMidBjuUzqBx8ZWw/edit?usp=sharing>