

Progression Map – EYFS – Year 6

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing Systems and Networks	Use technology at home and school.	<p>Identify technology Identify a computer and its main parts.</p> <p>Use a mouse in different ways.</p> <p>Use a keyboard to type.</p> <p>Use a keyboard to edit text.</p> <p>Create rules for using technology responsibly.</p>	<p>Recognise the uses and features of information technology.</p> <p>Identify information technology in the home.</p> <p>Identify information technology beyond school.</p> <p>Explain how information technology benefits us.</p> <p>Show how to use information technology safely.</p> <p>Recognise that choices are made when using information technology.</p>	<p>Explain how digital devices function.</p> <p>Identify input and output devices.</p> <p>Explain how a computer network can be used to share information.</p> <p>Recognise the physical components of a network.</p>	<p>Describe how networks connect to other networks.</p> <p>Evaluate the consequences of unreliable content.</p>	<p>Recognise the role of computer systems in our lives.</p> <p>Contribute to a shared project online.</p> <p>Evaluate different ways of working together online</p>	<p>Use a search engine.</p> <p>Describe how search engines select results.</p> <p>Explain how search results are ranked.</p> <p>Recognise how we communicate using technology.</p> <p>Evaluate different methods of online communication.</p>
Creating Media	Use technology at home and school.	<p>Describe what different freehold tools do.</p> <p>Use the shape tool and the line tools.</p> <p>Make careful choices when painting a digital picture.</p> <p>Use a digital device to take a photograph.</p> <p>Describe what makes a good photograph.</p> <p>Decide how photographs can be improved.</p> <p>Use tools to change an image.</p>	<p>Use a digital device to take a photograph.</p> <p>Describe what makes a good photograph.</p> <p>Decide how photographs can be improved.</p> <p>Use tools to change an image.</p> <p>Recognise that images can be changed.</p> <p>Create music on a computer.</p> <p>Review and refine the music we make on a computer.</p>	<p>To relate animated movement with a sequence of images.</p> <p>Plan an animation.</p> <p>Review and improve an animation.</p> <p>Evaluate the impact of adding other media to an animation.</p> <p>Choose appropriate page settings.</p> <p>Add content to a desktop publishing publication.</p> <p>Explain the benefits of desktop publishing.</p>	<p>Use a digital device to record sound.</p> <p>Evaluate editing choices made.</p> <p>Change the composition of an image.</p> <p>Make good choices when selecting different tools.</p> <p>Evaluate how changes can improve an image.</p>	<p>Identify digital devices that can record video.</p> <p>Capture video using a digital device.</p> <p>Recognise the features of an effective video.</p> <p>Consider the impact of the choices made when making and sharing a video.</p> <p>Create a vector drawing by combining shapes.</p> <p>Use tools to achieve a desired effect.</p> <p>Group objects to make them easier to work with.</p>	<p>Review an existing website and consider its structure.</p> <p>Plan the features of a web page.</p> <p>Consider ownership and use of images (copyright).</p> <p>Recognise the need to preview pages.</p> <p>Outline the need for a navigation path.</p> <p>Recognise the implications of linking to content owned by other people.</p>

		<p>To relate animated movement with a sequence of images.</p> <p>Plan an animation.</p> <p>Review and improve an animation.</p> <p>Use a digital device to record sound.</p> <p>Evaluate editing choices made.</p> <p>Change the composition of an image.</p> <p>Make good choices when</p> <p>Identify digital devices that can record video.</p> <p>Capture video using a digital device.</p> <p>Recognise the features of an effective video.</p> <p>Consider the impact of the</p> <p>Review an existing website and consider its structure. Plan the features of a web page.</p> <p>Consider ownership and use of images (copyright).</p> <p>Recognise the need to preview pages. Progression in Computing SKILLS Date: September 2021</p> <p>Explain why I chose the tools I used.</p> <p>Use the computer to make a picture independently.</p> <p>Compare a painting on a computer and on paper.</p> <p>Use a computer to write.</p> <p>Add and remove text on a computer.</p>				<p>Evaluate own vector drawing.</p>	<p>Use a computer to create and manipulate 3D digital objects. Compare working digitally with 2D and 3D graphics.</p> <p>Construct a digital 3D model of a physical object.</p> <p>Design a digital model by combining 3D objects.</p> <p>Develop and improve a digital 3D model.</p>
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Data and Information	Select technology for a purpose e.g finding information or record a special event.	<p>Label objects.</p> <p>Identify that objects can be counted.</p> <p>Describe objects in different ways.</p> <p>Count objects with the same properties.</p> <p>Compare groups of objects.</p>	<p>Create a pictogram.</p> <p>Select objects by attribute and make comparisons.</p> <p>Explain that we can present information using a computer.</p>	<p>Create questions with yes/no answers.</p> <p>Identify the object attributes needed to collect relevant data.</p> <p>Create a branching database.</p> <p>Identify objects using a branching database.</p> <p>Explain why it is helpful for a database to be well structured.</p> <p>Compare information on a pictogram with a branching database.</p>	<p>Use a digital device to collect data automatically.</p> <p>Use data collected over a long duration to find information.</p> <p>Identify the data needed to answer questions.</p> <p>Use collected data to answer questions.</p>	<p>Design a physical project that includes selection.</p> <p>Create a controllable system that includes selection.</p> <p>Use a form to record information.</p> <p>Compare paper and computer-based databases.</p> <p>Apply knowledge of a database to ask and answer real world questions.</p>	<p>Identify which questions can be answered using data.</p> <p>Apply formulae to data, including duplicating.</p> <p>Create a spreadsheet to plan an event.</p> <p>Choose suitable ways to present data.</p>
Programming	<p>Complete a simple program on a computer. Use buttons to control an electronic toy. To predict the behaviour of simple programs.</p> <p>Enter instructions into a beebot, and observe the outcome.</p>	<p>Explain what a given command will do.</p> <p>Combine backwards and forwards commands to make sequences.</p> <p>Plan a simple program.</p> <p>Find more than one solution to a problem.</p> <p>Choose a command for a given purpose.</p>	<p>Describe a series of instructions as a sequence.</p> <p>Explain what happens when we change the order of instructions.</p> <p>Use logical reasoning to predict the outcome of a program.</p> <p>Design an algorithm.</p> <p>Create and debug a program.</p>	<p>Explain that a program has a start</p> <p>Recognise that sequences of commands have an order.</p> <p>Change the appearance of my project.</p> <p>Create a project from a task description.</p> <p>Explain how a sprite moves in an existing project.</p>	<p>Create a program in a text-based language.</p> <p>Explain what 'repeat' means.</p> <p>Modify a count-controlled loop to produce a given outcome.</p> <p>Decompose a program into parts.</p> <p>Create a program that uses count-controlled loops to produce a given outcome.</p>	<p>Control a simple circuit connected to a computer.</p> <p>Write a program that includes count-controlled loops.</p> <p>Design a program which uses selection.</p> <p>Create a program which uses selection.</p> <p>Evaluate own program.</p>	<p>Define a 'variable' as something that is changeable.</p> <p>Explain why a variable is used in a program.</p> <p>Choose how to improve a game by using variables.</p> <p>Design a project that builds on a given example.</p> <p>Use a design to create a project.</p>

		<p>Show that a series of commands can be joined together.</p> <p>Identify the effect of changing a value.</p> <p>Explain that each sprite has its own instructions.</p> <p>Design parts of a project.</p> <p>Use an algorithm to create a program.</p>	<p>Create a program using a given design.</p> <p>Change a given design.</p> <p>Create a program using the child's own design.</p> <p>Decide how a project can be improved.</p>	<p>Create a program for a sprite to move in four directions.</p> <p>Adapt a program to a new context.</p> <p>Develop a program by adding features.</p> <p>Identify and fix bugs in a program.</p> <p>Design and create a maze-based challenge.</p>	<p>Develop the use of count-controlled loops</p>		<p>Evaluate own project.</p> <p>Create a program to run on a controllable device.</p> <p>Update a variable with a user input.</p>
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