



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Demonstrate how to access, understand and interact with a range of technologies Begin to understand and demonstrate how to stay safe online		Take pictures using the iPad and add simple effects Create content such as a video recording, stories, and/or draw a picture on screen		Learn how to log onto Chrome Books Continue to explore technological resources within EYFS – Beebots, microphones, torches, talking pegs etc	
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information Grouping data	Creating media – Digital writing	Programming B – Introduction to animation
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information Pictograms	Creating media – Making music	Programming B – An introduction to quizzes
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Data and information Branching databases	Creating media – Desktop publishing	Programming B – Events and actions
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Data and Information Data Logging	Creating media – Photo editing	Programming B – Repetition in games
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Data and information Flat-file databases	Creating media – Video editing	Programming B – Selection in quizzes
Year 6	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Data and information Spreadsheets	Creating media – Web page creation	Programming B – Sensing



St Bernadette's Catholic Primary School EYFS Progression of Skills and Knowledge in Computing			
	Playing & Exploring - Engagement	Active Learning - Motivation	Creating & Thinking Critically - Thinking
	- Finding out & exploring - Playing with what they know - Being willing to 'have a go'	- Being involved & concentrating - Keep on trying - Enjoying achieving what they set out to do	- Having their own ideas (creative thinking) - Making links (building theories) - Working with ideas (critical thinking)
	Autumn	Spring	Summer
	-Spot technology in classroom/school -Know importance of being safe around electricity -Explore technological resources within EYFS – Beebots, microphones, torches, talking pegs	-Introduce Chrome books – access a simple program -Introduce Ipads to mat time activity -Continue to explore technological resources within EYFS – Beebots, microphones, torches, talking pegs etc	-Learn how to log onto to Chrome Books -Continue to explore technological resources within EYFS – Beebots, microphones, torches, talking pegs etc
	ELG None		

Focus	Computing Systems & Networks	Creating Media	Programming A and B	Data & Information
Reception	- Demonstrate how to access, understand and interact with a range of technologies - Begin to understand and demonstrate how to stay safe online	-Take pictures using the iPad and add simple effects -Create content such as a video recording, stories, and/or draw a picture on screen	Complete a simple program on electronic devices	- Create content such as a video recording, stories, and/or draw a picture on screen - Use the internet with adult supervision to find and retrieve information of interest to them



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – Technology around us	Creating media – Digital painting	Programming A – Moving a robot	Data and information – Grouping data	Creating media – Digital writing	Programming B – Introduction to animation

Statement Number	National Curriculum Statement	Term Covered
1.1	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Spring 1, Summer 2
1.2	create and debug simple programs	Spring 1, Summer 2
1.3	use logical reasoning to predict the behaviour of simple programs	Spring 1, Summer 2
1.4	use technology purposefully to create, organise, store, manipulate and retrieve digital content	Autumn 1, Autumn 2, Spring 2, Summer 1, Summer 2
1.5	recognise common uses of information technology beyond school	Autumn 1, Spring 1
1.6	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.	Autumn 1, Spring 2, Summer 1



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Computing systems and networks – IT around us	Creating media – Digital photography	Programming A – Robot algorithms	Data and information – Pictograms	Creating media – Making music	Programming B – An introduction to quizzes

Statement Number	National Curriculum Statement	Term Covered
1.1	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Spring 1, Summer 2
1.2	create and debug simple programs	Spring 1, Summer 2
1.3	use logical reasoning to predict the behaviour of simple programs	Spring 1, Summer 2
1.4	use technology purposefully to create, organise, store, manipulate and retrieve digital content	Autumn 1, Autumn 2, Spring 1, Spring 2, Summer 1
1.5	recognise common uses of information technology beyond school	Autumn 1, Autumn 2



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions
1.6	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.				Autumn 1, Autumn 2, Spring 2	

Statement Number	National Curriculum Statement	Term Covered
2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Spring 1, Summer 2
2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Autumn 1, Spring 1, Summer 2
2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1, Summer 2
2.4	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	Autumn 1,



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 4	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Data and Information Data Logging	Creating media – Photo editing	Programming B – Repetition in games
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content			Summer 1,		
2.6	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			Autumn 1, Autumn 2, Spring 1, Spring 2, Summer 1, Summer 2		
2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			Autumn 2,		

Statement Number	National Curriculum Statement	Term Covered
2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Spring 1, Summer 2
2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Spring 1, Spring 2, Summer 2
2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1, Summer 2
2.4	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	Autumn 1
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Autumn 1, Autumn 2, Summer 1
2.6	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	Autumn 1, Autumn 2, Spring 1, Spring 2, Summer 1,
2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Autumn 1, Autumn 2, Summer 1



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 5	Computing systems and networks – Sharing information	Creating media – Vector drawing	Programming A – Selection in physical computing	Data and information Flat-file databases	Creating media – Video editing	Programming B – Selection in quizzes

Statement Number	National Curriculum Statement	Term Covered
2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Autumn 1, Spring 1, Summer 2
2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Autumn 1, Spring 1, Summer 2
2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1, Summer 2
2.4	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	Autumn 1,
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Spring 2, Summer 1
2.6	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	Autumn 1, Autumn 2, Spring 1, Spring 2, Summer 1, Summer 2
2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Autumn 1, Summer 1



	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 6	Computing systems and networks – Communication	Creating media – 3D Modelling	Programming A – Variables in games	Data and information Spreadsheets	Creating media – Web page creation	Programming B – Sensing

Statement Number	National Curriculum Statement	Term Covered
2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Autumn 1, Spring 1, Summer 2
2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Spring 1, Summer 2
2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1, Summer 2
2.4	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	Autumn 1
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Autumn 1, Summer 1
2.6	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	Autumn 1, Autumn 2, Spring 1, Spring 2, Summer 1, Summer 2
2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Autumn 1, Autumn 2, Summer 1