



Roe Green Infant School

Computing – Skills Progression



	Reception	Year 1	Year 2
E-Safety	The 'Technology' strand has been removed, though it is still expected that children will be introduced to appropriate technology and use it within their provision.	<ul style="list-style-type: none"> Knows about the internet and beginning to understand some key age appropriate safety 'rules.' 	<ul style="list-style-type: none"> Can talk about key online safety rules Understand where to go for help when they have concerns on the internet or other online technologies
Using Computers		<ul style="list-style-type: none"> Use technology to purposely create digital content 	<ul style="list-style-type: none"> Recognise common uses of Information technology beyond school Use technology to purposely create, organise, store, manipulate and retrieve digital content
Understanding Technology		<ul style="list-style-type: none"> Show an awareness of the range of devices in everyday life. 	Show an awareness of the range of inputs to a computer (IWB, mouse, keyboard, microphone, touchscreen etc.)

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Electronic Communication			<ul style="list-style-type: none"> Children begin to work together to request or share information from their class via email.
Handling Information		<ul style="list-style-type: none"> Begin to use a simple pictogram programme to show graphics. 	<ul style="list-style-type: none"> Can use a programme to answer questions and create content for a clear purpose (block chart, bar chart, pie chart, line graph) Can save, retrieve and edit their work.
Digital Images		<ul style="list-style-type: none"> Begin to use simple tools in a paint package 	<ul style="list-style-type: none"> Make straight forward edits of their digital work (text, image) using simple editing tools to both correct or improve it.

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Research		<ul style="list-style-type: none"> • Begin to show awareness of different information • Whole class, explore information from different sources 	<ul style="list-style-type: none"> • Children to use simple search engines to find information and images. • Children can save, edit and retrieve their work
Control (Algorithms)		<ul style="list-style-type: none"> • Predict the behaviour of simple programmes. • Understand what algorithms are. • Control everyday devices to see different outcomes. 	<ul style="list-style-type: none"> • Use logical reasoning to predict simple behaviours • Control a device on and off the screen. • create and debug simple programmes • Understand that programs execute by following precise instructions