

HIPPINGS METHODIST PRIMARY COMPUTING PROGRESSION OF SKILLS KS1



COMPUTING SKILLS	EYFS	Year 1	Year 2
Computer Science	<ul style="list-style-type: none"> ✓ Learning how to operate a camera to take photographs of meaningful creations or moments. ✓ Learning how to explore and tinker with hardware to develop familiarity and introduce relevant vocabulary. ✓ Recognising and identifying familiar letters and numbers on a keyboard. ✓ Developing basic mouse skills such as moving and clicking. 	<ul style="list-style-type: none"> ✓ Learning how to explore and tinker with hardware to find out how it works ✓ Understanding that computers and devices around us use inputs and outputs, identifying some of these ✓ Learning where keys are located on the keyboard ✓ Learning how to operate a camera 	<ul style="list-style-type: none"> ✓ Understanding what a computer is and that it's made up of different components ✓ Recognising that buttons cause effects and that technology follows instructions ✓ Learning how we know that technology is doing what we want it to do via its output. ✓ Using greater control when taking photos with tablets or computers ✓ Developing confidence with the keyboard and the basics of touch typing
Computer Science	<ul style="list-style-type: none"> ✓ To know that you can program a Bee-Bot with some simple commands. ✓ To understand that debugging means how to fix some simple programming errors. ✓ To understand that an algorithm is a set of clear and precise instructions. 	<ul style="list-style-type: none"> ✓ Learning that decomposition means breaking a problem down into smaller parts ✓ Using decomposition to solve unplugged challenges ✓ Using logical reasoning to predict the behaviour of simple programs ✓ Developing the skills associated with sequencing in unplugged activities ✓ Learning that an algorithm is a set of step by step instructions used to carry out a task, in a specific order ✓ Follow a basic set of instructions ✓ Assembling instructions into a simple algorithm 	<ul style="list-style-type: none"> ✓ Articulating what decomposition is ✓ Decomposing a game to predict the algorithms used to create it ✓ Using decomposition to decompose a story into smaller parts ✓ Learning what abstraction is ✓ Learning that there are different levels of abstraction ✓ Explaining what an algorithm is ✓ Following an algorithm ✓ Creating a clear and precise algorithm ✓ Learning that computers use algorithms to make predictions ✓ Learning that programs execute by following precise instructions ✓ Incorporating loops within algorithms

Computer Science Programming	<ul style="list-style-type: none"> ✓ To know that being able to follow and give simple instructions is important in computing. ✓ To understand that it is important for instructions to be in the right order. ✓ To understand why a set of instructions may have gone wrong. 	<ul style="list-style-type: none"> ✓ Programming a Bee-bot/Blue-bot to follow a planned route ✓ Learning to debug instructions when things go wrong ✓ Developing a how to video to explain how the Bee-bot/ Blue-bot works. ✓ Learning to debug an algorithm in an unplugged scenario 	<ul style="list-style-type: none"> ✓ Using logical thinking to explore software, predicting, testing and explaining what it does ✓ Using an algorithm to write a basic computer program ✓ Learning what loops are ✓ Incorporating loops to make code more efficient
Information Technology	<ul style="list-style-type: none"> ✓ Representing data through sorting and categorising objects in unplugged scenarios. Representing data through physical pictograms. Exploring branch databases through physical games. 	<ul style="list-style-type: none"> ✓ Using a basic range of tools within graphic editing software ✓ Taking and editing photographs ✓ Understanding how to create digital art using an online paint tool ✓ Developing control of the mouse through dragging, clicking and resizing of images to create different effects Developing understanding of different software tools 	<ul style="list-style-type: none"> ✓ Developing word processing skills, including altering text, copying and pasting and using keyboard shortcuts ✓ Using word processing software to type and reformat text ✓ Using software to create story animations ✓ Creating and labelling image