Progression in Computing

Using technology and creating digital content	FS 1	FS 2	Year 1	Year 2
	Knowledge and Understanding of the World end point: *There is no Early Learning Goal for computing in the Foundation Stage. Please note what the Birth to Five Matters document states:* Children require access to a range of technologies, both digital and non-digital in their early lives. Exploring with different technologies through play provides opportunities to develop skills that children will go on to develop in their lifetimes. Investigations, scientific inquiry and exploration are essential components of learning about and with technology both digitally and in the natural world. Through technology children have additional opportunities to learn across all areas in both formal and informal ways. Technologies should be seen as tools to learn both from and with, in order to integrate technology effectively within early years practise.		**National Curriculum end point:** 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	
	• Know how to operate simple equipment. (CD player, remote controls, touch-capable technology) • Show an interest in technological toys with knobs or pulleys or real objects e.g camera. • Shows skills in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movement or new images. • Knows that information can be retrieved from digital devices and the internet • Plays with a range of materials to learn cause and effect such as making a string puppet		• Use technology purposefully to create, organise, store, manipulate and retrieve digital content (Save a picture in 2Paint and be able to then find and open it) • Recognise common uses of IT beyond school (Sat navs in cars, washing machine or microwave programs) • Create simple programs (using 2code on Purple Mash or use Bee-Bots to program) • Use logical reasoning to predict the behaviour of programs (e.g. if a pupil predicts a Bee-Bot will jump they are not working within the constraints of the program language, hardware and or software)	• Understand what algorithms are and how they are implemented on programs on digital devices and that programs execute by following precise and unambiguous instructions • Create and debug simple programs (Purple Mash: 2Code) • Use logical reasoning to predict the behaviour of simple programs (Purple Mash: 2Go, Logo)
eSafety				
	• Understand what the internet is used for and where to go for help if concerned about something they see (Share story - Digiduck's Big Decision).	• Understand what the internet is used for and where to go for help if concerned about something they see (Share story - Digiduck's Big Decision).	• Understand importance of personal data and why we keep it private and don't share it online (Adventures of Kara).	• Look at a range of websites. Highlight any dangers and discuss how they can be used safely (Adventures of Kara).