



KS1 Progressions of Skills-Computing

Year B	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Learning Challenge	How did the Great Fire Change London?	Are all pictures art?	Why don't tigers and polar bears live in Long Eaton?	Could we live on the Moon? (Moon landing)	How are our toys different from those in the past?	What do we know about Long Eaton?
Global Goals	9. Industry, Innovation and infrastructure	16. Peace, Justice and Strong Intentions	13. Climate Action	11 Sustainable Cities and Communities	3. Good Health and Well-Being 4. Quality Education	8. Decent Work and Economic Growth.
British Values	Democracy	Rule of Law	Individual Liberty	Mutual Respect	Democracy	Rule of Law
Purple Mash unit (Y1)	Unit 1.1 - Online Safety	Unit 1.2 - Grouping and Sorting	Unit 1.9 - Tech outside School	Unit 1.6 - Animated Stories	Unit 1.7 - Coding	Unit 1.8 - Spreadsheets
Knowledge						
Computer Science		Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions			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.	
Information Technology				Use technology purposefully to create, organise, store,	Use technology purposefully to create, organise, store,	Use technology purposefully to create, organise, store,



				manipulate and retrieve digital content	manipulate and retrieve digital content	manipulate and retrieve digital content
Digital Literacy	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.		Recognise common uses of information technology beyond school			
Skills						
	<p>To log in safely.</p> <p>To learn how to find saved work in the Online Work area and find teacher comments.</p> <p>To learn how to search Purple Mash to find resources.</p> <p>To become familiar with the icons and types of resources available in the Topics section.</p> <p>To start to add pictures and text to work.</p> <p>To explore the Tools and Games section of Purple Mash</p> <p>To learn how to open,</p>	<p>To sort items using a range of criteria.</p> <p>To sort items on the computer using the 'Grouping' activities in Purple Mash.</p>	<p>To walk around the local community and find examples of where technology is used.</p> <p>To record examples of technology outside school.</p>	<p>To introduce e-books and the 2Create a Story tool.</p> <p>To add animation to a story.</p> <p>To add sound to a story, including voice recording and music the children have composed.</p> <p>To work on a more complex story, including adding backgrounds and copying and pasting pages.</p> <p>To share e-books on a class display board.</p>	<p>To understand what coding means.</p> <p>To use design mode to set up a scene.</p> <p>To add characters.</p> <p>To use code blocks to make the character perform actions.</p> <p>To use collision detection.</p> <p>To save and share work.</p> <p>To know the save, print, open and new icon.</p>	<p>To know what a spreadsheet program looks like.</p> <p>How to open 2Calculate in Purple Mash.</p> <p>How to enter data into spreadsheet cells.</p> <p>To use 2Calculate image tools to add clipart to cells.</p> <p>To use 2Calculate control tools: lock, move cell, speak and count.</p>



	save and print. To understand the importance of logging out					
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Purple Mash unit (Y2)	Unit 2.2 Online Safety	Unit 2.4 - Questioning	Unit 2.5 - Effective Searching	Unit 2.8 - Presenting Ideas	Unit 2.1 - Coding	Unit 2.3 -Spreadsheets
Knowledge						
Computer Science					<p>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p>	
Information Technology		Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content	Use technology purposefully to create, organise, store, manipulate and retrieve digital content		Use technology purposefully to create, organise, store, manipulate and retrieve digital content
Digital Literacy	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support		Recognise common uses of information technology beyond school			



	when they have concerns about content or contact on the internet or other online technologies.					
Skills						
	<p>To know how to refine searches using the Search tool.</p> <p>To use digital technology to share work on Purple Mash to communicate and connect with others locally.</p> <p>To have some knowledge and understanding about sharing more globally on the Internet.</p> <p>To introduce Email as a communication tool using 2Respond simulations.</p> <p>To understand how we should talk to others in an online situation.</p> <p>To open and send simple online communications in the form of email.</p> <p>To understand that information put online leaves a digital footprint or trail.</p>	<p>To learn about data handling tools that can give more information than pictograms.</p> <p>To use yes/no questions to separate information.</p> <p>To construct a binary tree to identify items.</p> <p>To use 2Question (a binary tree database) to answer questions.</p> <p>To use a database to answer more complex search questions.</p> <p>To use the Search tool to find information.</p>	<p>To understand the terminology associated with searching.</p> <p>To gain a better understanding of searching on the Internet.</p> <p>To create a leaflet to help someone search for information on the Internet.</p>	<p>To explore how a story can be presented in different ways.</p> <p>To make a quiz about a story or class topic.</p> <p>To make a fact file on a non-fiction topic.</p> <p>To make a presentation to the class.</p>	<p>To understand what an algorithm is.</p> <p>To design algorithms and then code them.</p> <p>To compare different object types.</p> <p>To use the repeat command.</p> <p>To use the timer command.</p> <p>To know what debugging is and debug programs.</p>	<p>To use 2Calculate image, lock, move cell, speak and count tools to make a counting machine.</p> <p>To learn how to copy and paste in 2Calculate.</p> <p>To use the totalling tools.</p> <p>To use a spreadsheet for money calculations.</p> <p>To use the 2Calculate equals tool to check calculations.</p> <p>To use 2Calculate to collect data and produce a graph.</p>



	To identify the steps that can be taken to keep personal data and hardware secure.					
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