**St John the Baptist RC Primary School - Skills progression in Computing**

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| Multimedia | Programming | Online | E-Safety | Data |
| Years 1 and 2 | | | | |
| Save and retrieve digital content.  Organise and manipulate digital content eg. moving images from one place to another on a poster.  Create digital content using technology e.g. posters, adverts, sound, pictures, films.  Recognise common uses of information technology beyond school.  I can use a keyboard to type. | I can give and follow simple instructions, one command at a time.  I can recognise that programmes are built using algorithms which are a simple set of precise instructions.  I can create simple programmes.  I can debug simple programmes.  I can use reasoning to predict the behaviour of simple programmes. | I can explore a website and navigate using the back button.  I can use an internet search engine with support. | I can identify what personal information is and understand that I should keep this private online.  I can consider other people’s feelings on the internet.  I can recognise a variety of devices that connect users with other people (Xbox, PSP, Phones etc).    I know where to go for help and support if I have concerns. | I know that computers can store and organise statistical information.  I can create and search a branching database.  I can find answers to questions about data presented using technology e.g. simple tables or charts. |

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| **Multimedia** | **Programming** | **Online** | **E-Safety** | **Data** |
| **Years 3 and 4** | | | | |
| I can copy and paste using the mouse menu and keyboard shortcuts.  I can use the shift button for capital letters.  I can create a multimedia ebook | I can write a programme using simple algorithms.  I can use the ‘loop’ function.  I can use ‘if…then…’ conditional statement.  I can detect simple errors and debug a programme. | I can use a search engine efficiently including methods for finding specific types of data.  I can upload/download to/from a cloud storage server.  I understand what a network is, including the internet. | I can identify a number of online dangers.  I can question the ‘validity’ of what I see on the internet.  I can recognise appropriate and inappropriate online behaviours.  I know where to go for help and support if I have concerns.  I can use technology safely, respectfully and responsibly. | I can design a questionnaire to collect data.  I can create a database from information I’ve selected. |

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| **Multimedia** | **Programming** | **Online** | **E-Safety** | **Data** |
| **Years 5 and 6** | | | | |
| I can type with fluency.  I can create and edit a video for a purpose.  I can plan and create a multi-scene animation.  I can plan, create and edit a complex video that includes stills, videos and sound clips. | I can design, write and debug my own programme which accomplishes specific goals.  I can create a background, detail and sprite for a game.  I can add inputs to control and play the game.  I can control and edit variables.  I can create a game that involves conditional statements and evaluate/improve my game | I can use search technologies effectively, appreciating how results are selected and ranked, and be discerning in evaluating content.  I can use video conferencing (eg Skype) | I can explore options for privacy levels in a range of online settings (e.g. online gaming, social media).  I can clearly identify levels of online risk.  I can identify and appropriately use social networking sites/features, making good judgements.  I can use technology safely, respectfully and responsibly. | I can use a spreadsheet to input data and calculations.  I can sort and filter information.  I can create graphs from a spreadsheet.  I can use formulae accurately in spreadsheets. |