

Computing—Skills Progression



	Y1	Y2	Y3	Y4	Y5	Y6
Computer skills	Children will learn how to: How to switch on and shut down a computer Use a computer mouse Launch applications and manipulate windows Open and save files and folders Drag objects using a mouse Using Word, children will learn how to: Type with two hands Use the shift, space and enter key Edit work by using the backspace, delete and arrow keys Undo and redo text Select and format text	Children will consolidate how to: Turn on and off the computer independently Use a mouse accurately to manipulate the screen Open applications Type with two hands	Using Microsoft Word, children will learn how to: Format text Use the snipping tool Search for files Take screenshots Use the 'change case' button Use menu buttons Align text Use the 'show all characters' button Use bullets and numbering Use keyboard shortening keys Add text boxes and wrap text			Using Excel, children will learn how to: Understand and use spread sheets Format and enter specific formulas Solve specific problems such as number calculations Create their own spread sheet Use basic formula to find answers to problems including SUM and AVERAGE Insert a bar or column graph from a spreadsheet Replicate formulas over several cells
Computer art/DT	Using Microsoft Paint, the children will learn how to: Use different colours and brushes Create shapes Fill areas Undo and redo designs Add text to a paint design	Using Microsoft Paint, the children will learn how to: Build on their prior computing painting knowledge Create a painting in the style of an artist Create darker and lighter shades of colour	Using Microsoft Paint, children will learn how to: Draw, order, group and manipulate objects to make a picture	Using Microsoft Publisher, children will learn how to: Create text boxes Insert photos off the internet and clipart Resize and position objects Use the 'crop' feature Edit text Control a model using an ICT control model (codebug)	Using SketchUp, children will learn how to: Develop and extend on their drawing skills to create 3D models Create simple and complex 3D models Add detail and manipulate 3D models using a variety of tools	

and animation	Using Scratch Junior, the children will learn how to: Give simple algorithms Debug simple algorithms Use logical reasoning to predict how a program will behave Understand the basic principles of coding	Using Turtle Logo, children will learn how to: Create, test and debug algorithms Move forward and make quarter turns, Use command abbreviations for moving forwards, right and left Use the 'repeat' command Using Scratch, children will learn how to: Write basic	Using Turtle Logo, children will learn how to: • Move and draw a figure on a screen using 'pen up' and 'pen down' • Use algorithms and the 'repeat' command	Using Scratch, children will learn how to: Write quizzes by combining questions Solve problems Test and debug algorithms Add sound and backgrounds Edit characters by combining blocks Using Turtle Logo, children will learn how to: Create an algorithm to program a procedure Use colour	Using Scatch, children will learn how to: Build and edit algorithms Develop their skills in writing their own algorithms as well as editing and debugging existing codes Add sounds Manipulate the movement of two or more characters Using Flowol, children will learn how to: Use flowcharts to program and control	Using Scratch, children will learn how to: Develop their skills in writing their own algorithms as well as editing and debugging existing codes Structure code and animate characters and scenes, gradually building to create a short animated story Using Kodu, children will learn how to: Create their own world Edit a world by adding
Programming		using a series of blocks Use the 'repeat' command Add sound		Use the arc command to create patterns using different shapes	instructions, control multiple outputs and structure algorithms with decisions and inputs Insert symbols to create a working flowchart Edit symbols to modify the effect Edit a flowchart to control an output Use 'inputs' and 'reasoning loops' Create a subroutine separate to the main flowchart program	adding code, allowing them to interact with the world Control a character using a keyboard to follow a pre-planned algorithm Design a race between two characters

	Children will loorn how to	Children will learn how to:	Т	Heina Coogle Sites, shildren	Llaina Canala Sitos
ernet research and communication	Children will learn how to: Use the internet safely and purposefully Search the internet using one word and make sense of the results	Children will learn how to: Distinguish between a reliable and unreliable website or webpage Save webpages in a browser, as well as in a file or folder, and how this can be		Using Google Sites, children will learn how to: Create and edit a webpage using Google Use advanced search features in Google Create a webpage with the layout of their own	Using Google Sites, children will learn how to: Create an entire website by first researching what makes a good website Create a sitemap and multi-page website
Internet res commu	 Use "for kids" to return suitable results Follow links and then return to the search results Use a range of search engines 	shared with others Identify ways of communicating online, and how they can keep safe		 Add hyperlinks across different webpages Add a homepage with images and text 	 Link pages internally and externally Preview a webpage before publishing
Sound and recording			Using MovieSoup, the children will learn how to: Record stop-start animation using iPads Add timings using application Order and sequence frames	Using Audacity, children will learn how to: Use software and digital devices for recording sound Present, listen to and review their own sound recordings Edit pitch and volume Add background sounds	Using Windows Movie Maker, children will learn how to: Use digital devices for recording (video camera or tablet) to plan good quality interviews for a documentary Import video files into video editing software Create transitions and visual effects to enhance a movie Add a title and credits
Presentation skills	Using Microsoft PowerPoint, children will learn how to: Create simple presentations Use appropriate skills to create a PowerPoint including; adding new slides, editing slide layout, adding and formatting images, reordering slides, present slideshow and printing Save work into a	Using Microsoft PowerPoint, children will learn how to: Set a theme for a PowerPoint Use slide transitions and animations Create hyperlinks in the action settings Add audio and videos			Add a file and credits

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E-safety	Children will understand: Rules to follow to keep safe online How to search for reliable sources online How to keep personal information private How to put their name and date on something that is theirs How to safely use email for communication	Children will understand: Websites that are appropriate and not Digital footprints Cyberbullying Keyword searching online How to judge whether a website is a good source of information or not	Children will understand: The importance of secure passwords How to communicate online safely How websites use promotions In-person and online communication differences How to communicate effectively via email	Children will understand: How to be a good online citizen How to protect themselves from online identify theft Cyberbullying messages How to increase the strategies for keyword searches Plagiarism	Children will understand: How to create strong passwords How to build a strong digital citizenship community Spam and its consequences How to cite a website Photo alternations and how can photos can be altered digitally	 Children will understand: How to talk safely online How to be a good digital citizen Privacy rules and policies How to tackle and deal with cyberbullying if it arises How online stereotypes can be influential
	Computer	Marian	Word processing	Toot	3D modelling	Spreadsheet
>	Typing	Mouse Type	Screenshots	Test Debug	Design	Formula
 	Shift	Applications	Change case	Algorithms	Colour	Calculations
''	Space	Applications	Menu	Edit	Building	SUM
7	Enter	Painting	Align	Characters	Tools	AVERAGE
Vocabulary	Editing	Microsoft Paint	Text	Quiz	10013	/\VEIV\OE
3	Backspace	Fill	Bullets	Co-ordinates	Algorithms	Algorithm
ŏ	Delete	Edit	Numbering	oo oraniates	Edit	Code
>	Arrow keys	Move	Text boxes	Publisher	Debug	Scenes
	Undo	Darker	Wrap text	Text box	Sound	Animations
	Redo	Lighter	Widp toxt	Resize	Manipulate	7 till riddono
	Text	Shades	Manipulate	Crop	Movement	Debugging
	Mouse	Emotion	Draw	Edit text		Keyboard control
	Applications		Picture		Flowol	
	Windows	Coding		Stop-start animation	Flowcharts	Sitemap
	Open	Programming	Programming	Sequence	Input	Multi-page website
	Save	Animation	Coding	Timing	Output	Internal
		Algorithm	Algorithm	Frames	Reasoning loop	External
	Paint	Debug	Repeat command	Movie animation		
	Colours	Repeat			Google Site	Filming
	Brushes	Command	Website	Online citizen	Webpage	Editing
	Shapes		Reliable	Theft	Hyperlink	Transitions
	Autofill	Internet	Unreliable	Cyberbullying	Search features	Ordering
	Text	Safety	Webpages	Plagiarism	Homepage	Sound
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	Programming		Folder		Recording	

Be	ee-Bots	Presentation	Communication	Pitch	
	cratch Junior	Folders	Safe	Tone	
	Igorithms	Search		Voice control	
	ebug	Files	Snipping tool	Editing	
Co	oding	Print	PowerPoint	9	
	ŭ	Slide layout	Theme	Passwords	
E-	-safety	Reordering	Slide transitions	Digital citizenship	
Oı	nline safety	Slideshow	Hyperlinks	Spam	
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Re	eliable	Digital footprint	Videos	Digital enhancement	
Pe	ersonal information	Cyberbullying			
Er	mail	Keyword	Secure		
Co	ommunication	Source	Passwords		
Sa	afe		Communicate		
			Websites		
			Email		