Welbeck Primary School

Computing Progression Of Skills Coverage 21/22

Computing FOCUS	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
1. **Using technology** **Using the internet** *(Autumn 1)*	⇒ Typing and speed ⇒ Use of keyboard ⇒ Use of mouse/trackpad ⇒ Exposure to range of technology ⇒ Copy/paste ⇒ Webpage navigation ⇒ Favourites	⇒ Typing and speed ⇒ Copy/paste/save ⇒ Webpage navigation ⇒ Search engines ⇒ Accuracy in searches -Key words/questions ⇒ Information not always accurate	⇒ Typing and speed ⇒ Copy/paste/save ⇒ Webpage navigation/search engines ⇒ Accuracy in searches -Key words/questions ⇒ Information not always accurate ⇒ Discuss issues of copyright/downloading ⇒ Developing choices in technology
2. **Communication & Collaboration**	⇒ Contribute ideas towards a class email ⇒ Send another class an email ⇒ Recognise messages can be set in different ways	⇒ Class email ⇒ Collaborative work in class ⇒ Sharing work with others	⇒ Email inside school including 'cc' and 'bcc' fields ⇒ Blogging ⇒ Collaborative work in class ⇒ Sharing work with others
3. **Creating & Publishing**	⇒ Combine text with photographs, graphics ⇒ Add sound ⇒ Basic effects to text	⇒ Combine text with photographs, graphics ⇒ Add sound ⇒ Use more advanced features of programs and tools ⇒ Collaborate working	⇒ Create a presentation using: ⇒ -More advanced features of programs and tools ⇒ Collaborative working ⇒ Hyperlinking ⇒ Create websites for specific purposes
4. **Digital Media**	⇒ Compose and record rhythms ⇒ Take photographs ⇒ Begin to record video ⇒ Begin to record sound	⇒ Compose music ⇒ Use photographs, sound, video ⇒ Embed media and content ⇒ Basic photo/video editing ⇒ Create stop-motion animation	⇒ Project work/compose music -Use photographs, sound, video -Embed media and content ⇒ Photo/video editing ⇒ Create stop-motion animation ⇒ Film trailers -Choosing to include/edit film, video, sound for purpose

5. 6. (1 x Term) **Programming & Control** **Modelling & Simulation**	⇒ Explore range of controls and devices both physical and electronic ⇒ Develop computational thinking by following instructions ⇒ Explore outcomes on robots following instructions ⇒ Understand computers can represent real or fantasy situations ⇒ Computers allow people to make choices that produce different outcomes ⇒ Simulation and role-play	⇒ Explore range of controls and devices both physical and electronic and plan more complex sequences of instructions ⇒ Develop computational thinking by following instructions ⇒ Explore outcomes when buttons on robots are pressed ⇒ Create games ⇒ Use simulations to represent real situations ⇒ Use simulations to make and test predictions	⇒ Develop understanding of how computers process instructions and commands, use of coding language ⇒ Create algorithms/multi-level games ⇒ Control an on screen icon using text based programming ⇒ Begin to write simple scripts in an international coding language ⇒ To understand that ICT allows for situations to be modelled ⇒ Use software to create models of 3D objects
Data *(Maths and Science)*	⇒ Use ICT to organise items ⇒ Create graphs and pictograms	⇒ Use ICT to organise items ⇒ Create graphs and pictograms ⇒ Understand the basic structure of a database	⇒ Use ICT to organise items ⇒ Create graphs and pictograms ⇒ Understand the basic structure of a database

Key:

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2