



# Milford Primary School

Care, Share, Respect, Learn!

## Computing

### Progression Statements

	EYFS	Years 1 and 2	Years 3 and 4	Years 5 and 6
<b>Computing systems and networks</b>	<p>Recognise and use technology in school.</p> <p>Use keyboard and technology in role play.</p> <p>Use a mouse or touch screen to select options.</p>	<p>Recognise technology in school and use it responsibly.</p> <p>Identify IT and how its responsible use improves our world in school and beyond.</p>	<p>Identify that digital devices have inputs, processes, and outputs.</p> <p>Identify how devices can be connected to networks.</p> <p>Recognising the internet as a network of networks including the WWW and why should be evaluate online content.</p>	<p>Recognise IT systems in the world and how some can enable searching on the internet.</p> <p>Explore how data is transferred by working collaboratively online.</p>
<b>Data and Information</b>	<p>Sort and group objects.</p>	<p>Explore object labels, then use them to sort and group objects by properties.</p> <p>Collect data in tally charts and use attributes to organise and present data on a computer.</p>	<p>Build and use branching databases to group objects using yes/no questions.</p> <p>Recognise how and why data is collected over time before using data loggers to carry out and investigation.</p>	<p>Use a database to order data and create charts to answer questions.</p> <p>Answer questions by using spreadsheets to organise and calculate data.</p>



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<p><b>Programming</b></p>	<p>Create an algorithm (simple set of instructions) to show how to make or do something. The algorithm is broken down (decomposed) into steps in a sequence.</p> <p>Explain a journey through a maze. Order and sequence movements needed to navigate a maze considering the directions and turns needed.</p> <p>Try out different materials and methods for stacking or joining materials. Use logical reasoning to predict which objects or methods will be useful.</p> <p>Abstract by finding the main common features and decide what the most important features are and which ones they need to use.</p> <p>Debug by testing things out, finding problems and fixing them.</p>	<p>Write short algorithms and programs for floor robots and predicting program outcomes.</p> <p>Design and program the movement of a character on screen to tell stories.</p> <p>Create and debug programs and using logical reasoning to make predictions.</p> <p>Design algorithms and programs that use events to trigger sequences of code to make an interactive quiz.</p>	<p>Write algorithms and programs that use a range of events to trigger sequences of actions.</p> <p>Create sequences in a block-based programming language to make music.</p> <p>Use a text-based programming language to explore count-controlled loops when drawing shapes.</p> <p>Use block-based programming language to explore count-controlled and infinite when creating a game.</p>	<p>Explore conditions and selection using a programmable microcontroller.</p> <p>Explore selection in programming to design and code an interactive quiz.</p> <p>Explore variables when designing and coding a game.</p> <p>Design and code a project that captures inputs from a physical device.</p>
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<p><b>Creating Media</b></p>	<p>Create art and patterns non-digitally.</p> <p>Type letters using a keyboard or tablet.</p> <p>Know the different between a photo and a video.</p> <p>Take a picture or record a short video.</p> <p>Use a painting app and explore the paint and brush tools.</p>	<p>Choose appropriate tools in a program to create art and make comparisons with working non-digitally.</p> <p>Use a computer to create and format text before comparing to writing non-digitally.</p> <p>Capture and change digital photographs for different purposes.</p> <p>Use a computer as a tool to explore rhythms and melodies, before creating a musical composition.</p>	<p>Capture and edit digital still images to produce a stop-frame animation that tells a story.</p> <p>Create documents by modifying text, images, and page layouts for a specified purpose.</p> <p>Capture and edit audio to produce a podcast, ensuring that copyright is considered.</p> <p>Manipulate digital images and reflect on the impact of changes and whether the required purpose is fulfilled.</p>	<p>Plan, capture, and edit a video to produce a short film.</p> <p>Create images in a drawing program by using layers and groups of objects.</p> <p>Design and create webpages considering copyright, aesthetics, and navigation.</p> <p>Plan, develop and evaluate 3D computer models of physical objects.</p>
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