Tacolneston & Morley CE VA Primary Schools Federation

As each has received a gift, use it to serve one another, as good stewards of God's varied grace
1 Peter 4:10

Work together, learn together, grow together…

COMPUTING PROGRESSION OF SKILLS ASSESSMENT GRID

	Y1	Y2
COMPUTERS AND USING COMPUTERS	• recognise common uses of information technology in the home and school environment • use technology to purposely create digital content	• recognise common uses of information technology beyond school • use technology to purposely create, organise, store, manipulate and retrieve digital content • use technology to purposely create digital content comparing the benefits of different programs
E-SAFETY	• understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	• use technology safely and keep personal information private

CODING	• predict the behaviour of simple programs • understand what algorithms are and how they are implemented on digital devices	• use logical reasoning to predict the behaviour of simple programs • create simple programs • create and debug simple programs • debug simple programs by using logical reasoning to predict the actions instructed by the code • understand that programs execute by following precise and unambiguous instruction
NETWORKS		
NET SEARCHING		
	Y3	**Y4**
COMPUTERS AND USING COMPUTERS	• recognise familiar forms of input and output devices and how they are used • make efficient use of familiar forms of input and output devices • with support select and use a variety of software to accomplish goals	• use other input devices such as cameras or sensors • with support select and use a variety of software on a range of digital devices • with support select, use and combine a variety of software on a range of digital devices to accomplish given goals
E-SAFETY	• use technology safely and respectfully, keeping personal information private • use technology safely and recognise acceptable and unacceptable behaviour	• use technology responsibly and understand that communication online may be seen by others • understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies
CODING	• design, write and debug programs that control or simulate virtual events • use logical reasoning to explain how some simple algorithms work	• decompose programs into smaller parts • use logical reasoning to detect and correct errors in algorithms and programs • select, use and combine a variety of software, systems and content that accomplish given goals

NETWORKS	• understand that computer networks enabling the sharing of data and information • understand that the internet is a large network of computers and that information can be shared between computers	• understand what services are and how they provide services to a network
NET SEARCHING	• use simple search technologies • use simple search technologies and recognise that some sources are more reliable than others	• understand how results are selected and ranked by search engines
	Y5	**Y6**
COMPUTERS AND USING COMPUTERS	• independently select and use appropriate software for a task • independently select, use and combine a variety of software to design and create content for a given audience	• independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information • design and create a range of programs, systems and content for a given audience • independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information
E-SAFETY	• understand the need to only select age appropriate content	• use technology respectfully and responsibly • identify a range of ways to report concerns about content and contact in and out of school
CODING	• design, input and test an increasingly complex set of instructions to a program or device • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems • design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated • design, write and test simple programs with opportunities for selection, where a particular result	• include use of sequences, selection and repetition with the hardware used to explore real world systems • solve problems by decomposing them into smaller parts • create programs which use variables • use variables, sequence, selection and repetition programs • use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently

	will happen based on actions or situations controlled by the user • use logical reasoning to explain how increasingly complex algorithms work to ensure a program's efficiency	
NETWORKS	• begin to use internet services to share and transfer data to a third party	• understand how computer networks enable computers to communicate and collaborate • begin to use internet searches within his/her own creations to share and transfer data to a third party
NET SEARCHING	• use filters in search technologies effectively • use filters in search technologies effectively and appreciate how results are selected and ranked	• use filters in search technologies effectively and is discerning when evaluating digital content