

LEYS FARM JUNIOR SCHOOL

COMPUTING PROGRESSION OF KNOWLEDGE AND SKILLS

Statements	Pre-KS2 (KS1)	Year 3	Year 4	Year 5	Year 6
Computer Science					
<i>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i>	Children can explain that an algorithm is a set of instructions to complete a task and that an algorithm written for a computer is called a program. When designing simple programs, children show an awareness of the need to be precise with their algorithms so that they can be successfully converted into code.	Children can turn a simple real-life situation into an algorithm for a program by deconstructing it into manageable parts. Their design shows that they are thinking of the desired task and how this translates into code. Children can identify an error within their program that prevents it following the desired algorithm and then fix it.	When turning a real-life situation into an algorithm, the children’s design shows that they are thinking of the required task and how to accomplish this in code using coding structures for selection and repetition. Children make more intuitive attempts to debug their own programs.	Children may attempt to turn more complex real-life situations into algorithms for a program by deconstructing it into manageable parts. Children are able to test and debug their problems as they go and can use logical methods to identify the approximate cause of any bug but may need some support identifying the specific line of code.	Children are able to turn a more complex programming task into an algorithm by identifying the important aspects of the task (abstraction) and then decomposing them in a logical way using their knowledge of possible coding structures and applying skills from previous programs. Children test and debug their problem as they go and use logical methods to identify the cause of bugs, demonstrating a systematic approach to try to identify a particular line of code causing a problem.
<i>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</i>	Children can create a simple program that achieves a specific purpose. They can also identify and correct some errors.	Children demonstrate the ability to design and code a program that follows a simple sequence. They experiment with timers to achieve repetition effects in their programs. Children are	Children’s use of timers to achieve repetition effects are becoming more logical and are integrated into their program designs. They understand ‘if statements’ for selection and attempt to	Children can translate algorithms that include sequence; selection and repetition into code with increasing ease and their own designs show that they are thinking of how to	Children translate algorithms that include sequence, selection and repetition into code and their own designs show that they are thinking of how to accomplish the set task in code utilising such

	<p>Children’s program designs display a growing awareness of the need for logical programmable steps.</p>	<p>beginning to understand the difference in the effect of using a timer command rather than a repeat command when creating repetition effects.</p> <p>Children understand how variables can be used to store information while a program is executing.</p>	<p>combine these with other coding structures including variables to achieve the effects that they design in their programs.</p> <p>As well as understanding how variables can be used to store information while a program is executing, they are able to use and manipulate the value of variables.</p> <p>Children can make use of user inputs and outputs such as ‘print to screen’</p>	<p>accomplish the set task in code utilising such structures. They are combining sequence, selection and repetition with other coding structures to achieve their algorithm design.</p>	<p>structures including nesting structures within each other.</p> <p>Coding displays an improving understanding of variables in coding, outputs such as sound and movement, inputs from the user of the program such as button clicks and the value of functions.</p>
<p><i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i></p>	<p>Children can identify the parts of a program that respond to specific events and initiate specific actions. For example, they can write a cause and effect sentence of what will happen in a program.</p>	<p>Children’s designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, ‘if’ statements, repetition and variables.</p> <p>Children make good attempts to ‘step through’ more complex code in order to identify errors in algorithms and can correct this. In programs such as Logo, they can ‘read’ programs with</p>	<p>Children’s designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, ‘if’ statements, repetition and variables.</p> <p>Children can trace code and use step-through methods to identify errors in code and make logical attempts to correct this. In programs such as Logo, they can ‘read’ programs with several steps</p>	<p>When children code, they are beginning to think about their code structure in terms of the ability to debug and interpret the code later, e.g. the use of tabs to organise code and the naming of variables.</p>	<p>Children are able to interpret a program in parts and can make logical attempts to put the separate parts of a complex algorithm together to explain the program as a whole.</p>

		several steps and predict the outcome accurately.	and predict the outcome accurately.		
<i>Understand computer networks, including the internet; how they can provide multiple services, such as the WWW, and the opportunities they offer for communication and collaboration</i>	N/A	Children can list a range of ways that the internet can be used to provide different methods of communication, e.g. being able to open, respond to and attach files to email using 2Email. They can describe appropriate email conventions when communicating in this way.	Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability to understand the online safety implications associated with the ways the internet can be used to provide different methods of communication is improving.	Children understand the value of computer networks but are also aware of the main dangers. They recognise what personal information is and can explain how this can be kept safe. Children can select the more appropriate form of online communications contingent on audience and digital content, e.g. 2Blog, 2Email, Display Boards.	Children understand and can explain in some depth the difference between the internet and the World Wide Web. Children know what a WAN and LAN are and can describe how they access the internet in school.
Information Technology					
<i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</i>	Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches. Children are able to edit more complex digital data such as music compositions within 2Sequence. Children are confident when creating, naming, saving and retrieving content.	Children can carry out simple searches to retrieve digital content. They understand that to do this, they are connecting to the internet and using a search engine such as Purple Mash search or internet-wide search engines.	Children understand the function, features and layout of a search engine. They can appraise selected webpages for credibility and information at a basic level.	Children search with greater complexity for digital content when using a search engine. They are able to explain in some detail how credible a webpage is and the information it contains.	Children readily apply filters when searching for digital content. They are able to explain in detail how credible a webpage is and the information it contains. They compare a range of digital content sources and are able to rate them in terms of content quality and accuracy. Children use critical thinking skills in everyday use of online communication.

	Children use a range of media in their digital content including photos, text and sound.				
<i>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</i>	N/A	Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database (2Question), using software such as 2Graph. Children can consider what software is most appropriate for a given task. They can create purposeful content to attach to emails, e.g. 2Respond.	Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards.	Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. e.g. creating their own program to meet a design brief using 2Code. They objectively review solutions from others. Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. They are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email.	Children make clear connections to the audience when designing and creating digital content. The children design and create their own blogs to become a content creator on the internet, e.g. 2Blog. They are able to use criteria to evaluate the quality of digital solutions and are able to identify improvements, making some refinements.

Digital Literacy

<i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to</i>	Children know the implications of inappropriate online searches. Children begin to understand how things are shared electronically such as posting work to the Purple Mash display board. They develop	Children demonstrate the importance of having a secure password and not sharing this with anyone else. Furthermore, children can explain the negative implications of failure to keep passwords safe and secure.	Children can explore key concepts relating to online safety using concept mapping such as 2Connect. They can help others to understand the importance of online safety. Children know a range of ways of reporting	Children have a secure knowledge of common online safety rules and can apply this by demonstrating the safe and respectful use of a few different technologies and online services. Children implicitly relate appropriate	Children demonstrate the safe and respectful use of a range of different technologies and online services. They identify more discreet inappropriate behaviours through developing critical thinking,
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<p><i>report concern about content and contact.</i></p>	<p>an understanding of using email safely by using 2Respond activities on Purple Mash and know ways of reporting inappropriate behaviours and content to a trusted adult.</p>	<p>They understand the importance of staying safe and the importance of their conduct when using familiar communication tools such as 2Email in Purple Mash. They know more than one way to report unacceptable content and contact.</p>	<p>inappropriate content and contact.</p>	<p>online behaviour to their right to personal privacy and mental wellbeing of themselves and others.</p>	<p>e.g. 2Respond activities. They recognise the value in preserving their privacy when online for their own and other people's safety.</p>
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