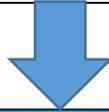


Progression in Computing



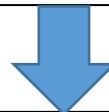
Year 1 computer scientists will be able to...

Explain the benefits of using technology outside of the classroom
Know about ways to keep themselves safe online and why it is important to do so
Type, select tools and organise information



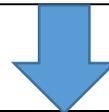
Year 2 computer scientists will be able to...

Recognise that an algorithm is a series of steps for solving problems
Begin to debug code, predicting when codes may not work and changing them



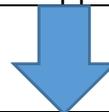
Year 3 computer scientists will be able to...

Navigate between websites and use safe search terms on trusted search engines
Express themselves through digital technology, art, PowerPoint and posters
Explore how to express information in tables, sorting and organising information clearly



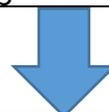
Year 4 computer scientists will be able to...

Write programs, explain algorithms and identify errors in their work to achieve a specific outcome
Understand and explain the concepts of plagiarism and citation
Develop their editing skills further by cropping, organising and arranging film clips



Year 5 computer scientists will be able to...

Use search technologies effectively, appreciating how results are selected and ranked and be discerning in evaluating digital content
Develop confidence using a range of software to design and create a variety of content
Explain the outcome of an algorithm with confidence and accuracy



Year 6 computer scientists will be able to...

Think critically about what they seen online, including the concepts of fake news and fake photography
Skilfully select the most appropriate method to display data, including spreadsheets
Demonstrate an understanding of multimedia broadcasting, including post-production
Refine skills and apply knowledge acquired in Year 1 to Year 5

