



West Hove Infants- 'Aim High and Smile'



COMPUTING PROGRESSION

Learning Expectations:

By the end of KS1, children will have learned to:

- Debug algorithms
- Use Flash to create algorithms and simple animations
- Use the Internet responsibly and learn how to be safe.
 - Locate & Collect information.
 - Safely browse the Internet.
 - Create multimedia presentations.
- Understand that email can be used to communicate
- Develop skills in opening, composing and sending emails
- Gain skills in opening and listening to audio files on the computer
 - Use appropriate language in emails
- Develop skills in editing and formatting text in emails
 - Be aware of e-safety issues when using email.

		AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
YR	SKILLS	Using a mouse:- Clicking, Click and drag Double click	-Mouse skills -Selecting appropriate tools for purpose on a program. -Identifying main function of programs and tools	- E safety Smartie the Penguin - Using internet based activities	-giving clear instructions - understanding simple codes - creating simple codes.	Identifying letters on keyboard. Typing words	Identifying letters on keyboard. Using space bar Typing simple sentences. Using Shift key.





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Context	Getting to know how to use technology	Using graphics program to make pictures	How to use websites to help us learn. E- safety	Bee-bots and Bee-bot cards, Step by step instructions.	Keyboard skills Label a picture of a dinosaur.	Keyboard skills Select a picture and type sentence about it.
	Vocabulary	Mouse Double click Click Drag Screen Pointer Computer	Click Tools Icon / thumbnail	Online Safety Internet Connected Rules Learning	Instructions Coding Code Ordering Change / Fix	Keyboard Type Keys Alphabet Lower case Upper case Label

Ongoing throughout the year:

- Mouse skills
- Logging on
- Loading programs
- Where we use technology in everyday life.
- Examples of things that use technology.

Ongoing Vocabulary:

- Load, mouse, screen, log on, shutdown, click, keyboard, program, icon, technology, purpose

See also:

- Environment/Continuous provision planners

ELG:

- To explore and complete a simple program on the computer
- To interact with age-appropriate computer software
- To discuss the range of technology that is used at home and school
- To select and use technology for a specific purpose or task.





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Y1	Skills	Typing Keyboard skills Saving and retrieving work	Manipulating images Manipulating text Using saved pictures.	Coding Writing algorithms Debugging	Data manipulation Data collection Creating graphs	Searching Typing Image manipulation E-safety
	Context	Keyboard skills and typing. Computer skills	Graphics Expert Making -Creating a Christmas Card	Programming and Algorithms – Busy Things coding and Bee-Bots	Graphs – I’m a Data expert	E-safety Twinkl Mini Beast information sheet
	Vocabulary	Index finger Typing Hand position Keyboard Key Letter Alphabet Desktop Icon Logging on	Image Clipart Rotate Resize Drag Position	Bee Bot Direction Algorithm Instruction Code Program Sequence Forwards, backwards, turn, left, right, Repeat	Graphs Data Organise Order	Information Images Saving Retrieving Facts Safe Search Pop Ups
	Ongoing	<ul style="list-style-type: none"> • Examples of how we use technology in everyday life. • Examples of things that use technology. 				
Y2	Skills	<ul style="list-style-type: none"> • Create codes • Debug simple algorithms • Use logical reasoning to predict the behaviour of simple programs • Save and to open work 	<ul style="list-style-type: none"> • Safe use of internet • Using search engines • Copying • Pasting • Saving and retrieving work • Inserting images • Fonts and image manipulation 	<ul style="list-style-type: none"> • Data Handling 		





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Context	Programming using Scratch and Code.org		<ul style="list-style-type: none"> E-Safety – CEOP and Common Sense Ed videos, Traveling online safely, keeping personal data private Searching the internet Create interactive multimedia posters about rainforest animals. 	<ul style="list-style-type: none"> E-safety – Keeping data safe Data handling – Tallys, graphs and database Seaside Data 	
	Vocabulary	Instructions Code Programming Algorithm Debug Bug Debugging Script Blocks Control Events	Backdrop Stage Sprite	Search engine E-safety Online Internet Research Google Save Open Font PowerPoint Presentation	Copy Insert Paste
Ongoing		<ul style="list-style-type: none"> Examples of how we use technology in everyday life. Examples of things that use technology. 			

