Computing Progression of Skills

Computing Skill	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Unit	Birth to Five Matters: Children require access to a range of technologies, both digital and non-digital in their early lives. Exploring with different technologies through play provides opportunities to develop skills that children will go on to develop in their lifetimes. Investigations, scientific inquiry and exploration are essential components of learning about and with technology both digitally and in the natural world. Through technology children have additional opportunities to learn across all areas in both formal and informal ways. Technologies should be seen as tools to learn both from and with, in order to integrate technology effectively within early years practice.	Technology around us Recognising technology in school and using it	Information technology around us Identifying IT and how its responsible use improves our world in school and beyond.	Connecting computers Identifying that digital devices have inputs, processes, and [illegible]uts, and [illegible]devices [illegible] co[illegible]cted to ma[illegible]etworks.	The internet Recognising the internet as a network of networks including the WW[illegible] we s[illegible] eval[illegible] online cont[illegible]	Systems and searching Recognising IT systems in the world and how some can [illegible]ble[illegible] [illegible]chi[illegible] the internet.	Communication and collaboration Exploring how data is transferred by working collaboratively
Prior Knowledge	Knows how to operate simple equipment, e.g. turns on CD player, uses remote control, can navigate touch-capable technology with support.	**Opportunities to familiarise during continuous provision.*	Learners will be familiar with the different components of a computer by developing their keyboard and	Learners will develop their understanding of what information technology (IT) is and will begin	Learners will develop their understanding of digital devices, with an initial focus on inputs,		

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	Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets. Shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as ements or new Knows that in tion can be retrieved fr gital devices and he net. Plays with a rang materia to learn cause a ffect, fo example, makes ing puppet using da and string to suspen puppet		mouse skills. Learners will also know how to use technology responsibly.	to identify examples. They will discuss where they have seen IT in school and beyond, in settings such as shops, hospitals, and libraries. ers will nvestigate mproves ld, and learn abo e impo ce of using respon	processes, and outputs. They will also compare digital and non-digital devices. Next, learners will be introduced to computer networks, inclu devi mak a netw s infra ture, such wireless acc oints and hes. Fina will over the ben of con ng devi n a netw		
New Knowledg	Complete ple program devices Uses ICT hardware to interact with age-appropriate computer software. Can create content such as a video recording, stories, and/or draw a picture on screen Develops digital literacy skills by being able to access, understand and interact with a range of technologies	To identify technology To identify a computer and its main parts To use a mouse in different ways To use a keyboard to type on a computer To use the keyboard to edit text	o reco e the ses o atu f information technology To identify information technology in the home To identify information technology beyond school To explain how information technology benefit us	To explain digital devic function To identify input and output devices To recognise how digital devices can change the way we work To explain how a computer network can be used to share information	To d be how netw phys y connect to other networks To recognise how networked devices make up the internet To outline how websites can be shared via the World Wide Web To describe how content can be added and	To explain that computers can be connected together to form systems To recognise the role of computer systems in our lives To recognise how information is transferred over the internet To explain how sharing information	explain the ortance of rnet addresses To explain how data is transferred across the internet To explain how sharing information online can help people work together To evaluate different ways of working together online To recognise how we communicate using technology

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	Can use the internet with adult supervision to find and retrieve information of interest to them		To show how to use information technology safely To recognise that choices are made when using information technology	To explore how digital devices can be connected To recognise the physical components of a network	accessed on the World Wide Web To recognise how the content of the WWW is created by people To evaluate the consequences of u… con…	online lets people in different places work together To contribute to a shared project online To evaluate different ways of working …eth…	To evaluate different methods of online communication
Vocabul	• Internet	• compu… • technolo… • keyboard… • mouse • login • … • safe…	• IT • information technology • internet • Devices made to work wi… compu… scann… barco… scan… prin… sm… sp…ers				