

THORPE HESLEY PRIMARY SCHOOL



Progression Document for Computing

Progression Document for EYFS

	0-3 Years - N1 (Jan Nursery Starters)	3-4 Years – N1 (Jan Nursery Starters) & N2 (Sep Nursery Starters)	Reception
Disciplinary Knowledge	Key Vocabulary:	Key Vocabulary:	Key Vocabulary:
Discussion	computer	computer	Internet
Exploration	On	Press	Search
First-hand experience of	Off	Explore	Keyboard
technology	touch	Feel	Computer
		Swipe	Laptop
			iPad
			Mouse
			Online Safety:
			Safe
			Online
	Substantive Knowledge:	Substantive Knowledge:	Substantive Knowledge:
	Develop manipulation and control.	Explore how things work.	Comment on images of familiar situations in the past.
	Explore different materials and tools.	Know that there are different countries in the world and talk about the differences they have experienced or seen in photos.	Compare and contrast characters from stories, including figures from the past.
			Draw information from a simple map.

Progression Document for KS1/KS2

	Year 1	Year 2	Year 3
Disciplinary Knowledge	Key Vocabulary:	Key Vocabulary:	Key Vocabulary:
First-hand experience of	document	design	search engine
technology	Coding	layout	buttons
Discussion	Google	images	сору
Exploration	presentation	text	paste
Demonstration	slide	captions	undo
Collaboration	website	labelling	delete
Producing documents	caps lock	layout	programming
Working with partners	photographs	template	
	font	Program	Online Safety:
	delete	Repeat	Language
	undo	Predict	appropriate
	Forwards	Instruction	inappropriate
	Backwards		online safety
	Left	Online Safety:	age restriction
	Right	Internet	
		Online safety gaming	
	Online Safety:	Videos	
	Internet	chatting online	
	Online safety gaming	personal information	
	Videos	YouTube	



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chatting online	Sharing	
personal information		
YouTube		
Sharing		
арр		
trusted adult		
Substantive Knowledge:	Substantive Knowledge:	Substantive Knowledge:
Understanding how to use technology, how to be safe and knowing	Understanding how to use technology, how to be safe and knowing	Understanding how to use technology, how to be safe and knowing
how to program.	how to program.	how to program.
I can predict the outcome of a command on a device	I can show the difference in outcomes between two sequences that	Learn how to create sequence of commands
I can match a command to an outcome	consist of the same commands	Understand how to programme movement
I can recall words that can be acted out	I can follow a sequence	Copyright and ownership Explain why copying someone else's work
I can compare forwards and backwards movements	I can predict the outcome of a sequence	from the internet without permission can cause problems and give
I can start a sequence from the same place	I can describe some uses of computers	examples.
I can predict the outcome of a sequence involving forwards and	I can identify that a computer is a part of information technology	
backwards commands	I can explain the purpose of information technology in the home	
I can compare left and right turns	I can talk about uses of information technology	
I can describe some uses of computers	I can compare types of information technology	
I can identify that a computer is a part of information technology	I can list different uses of information technology	
I can explain the purpose of information technology in the home	I can improve a photograph by retaking it	
I can talk about uses of information technology	I can explore the effect that light has on a photo	
I can take a photo	I can experiment with different light sources	
	I can recognise that images can be changed	

Progression Document for KS1/KS2

	Year 4	Year 5	Year 6
Disciplinary Knowledge	Key Vocabulary:	Key Vocabulary:	Key Vocabulary:
First-hand experience of	data	Network	LAN (Local Area Network)
technology	tools	internet router	PAN (Personal Area Network)
Working with partners	crop	firewall	WAN (Wide Area Network)
Producing documents	results	browser	Hacking
Discussion	presentation software	repetition	Excel
Peer teaching	slide	program	Axis
		programming	Process
	Online Safety:	direction	Input
	PEGI rating	coordinates	Output
	Cyberbullying	simulation	
	Language		Online Safety:
	appropriate	Online Safety:	inappropriate content
	inappropriate	filtering	cyberbullying
	online safety	download	social networking site
	age restriction	upload	personal information
	permission	post	webcam
		virus	privacy settings
		ownership	hacker
		copyright	



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Substantive Knowledge:	Substantive Knowledge:	Substantive Knowledge:
Understanding how to use technology, how to be safe and knowing	Understanding how to use technology, how to be safe and knowing	Understanding how to use technology, how to be safe and knowing
how to program.	how to program.	how to program.
To explain what 'repeat' means	To explain how sharing information online lets people in different	To create a program to run on a device
To develop the use of count-controlled loops in a different	places work together	To define a 'variable' as something that is changeable
programming environment	To recognise video as moving pictures, which can include audio	To explain why a variable is used in a program
To develop a design that includes two or more loops which run at the	To identify digital devices that can record video	To create a spreadsheet to plan an event
same time	To recognise the features of an effective video	
To design a project that includes repetition	To identify that video can be improved through reshooting and	
To recognise that not all images are real	editing	

Disciplinary Concept	Definition.
Code	Using and writing codes to produce instructions and algorithms; to solve problems; to test and use logic and sequences against inputs and outputs.
Connect	Being able to safely, efficiently and confidently digitally connect with others.
Communicate	Being able to safely, efficiently and confidently use apps and information technology to communicate ideas.
Collect	Being able to safely, efficiently and confidently find, evaluate, store, sort and use appropriate data.