COMPUTING PROGRESSION MAP

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
TO CODE		USING SCRATCH Jr. & SCRATCH					

	EYFS	Y1 / Y2	Y3 / Y4	Y5 / Y6
TO CODE		Understand and describe what an **algorithm** is. **Control** motion by specifying the number of steps to **travel**, **direction** and **turn**. Specify the nature of events such as **single event** or **loop**. Add **text strings**, **show** and **hide** objects. Select **sounds** and control when they are heard. Control when drawings appear and set the pen colour, size and shape. Specify user **inputs** (such as clicks) to control events. Create **conditions** for actions for waiting for a user input (such as a response to a question).	Control **motion** by specifying the number of steps to **travel**, **direction** and **turn**. Use **specified screen coordinates** to control movement using **Scratch** to place the **sprite** (character). Set the **appearance** of objects and create **sequences** of **changes**. Create and edit **sounds** by controlling when they are heard, their **volume**, **duration** and **rests**. Control the shade of pens (e.g. **bold** or *italics).* Specify **conditions** to trigger events. Use **IF THEN** conditions to control events or objects. Create conditions for actions by **sensing proximity** or by waiting for a **user input** (such as proximity to a specified colour or a line or responses to questions). Use variable to store a value. Use the functions **define**, **set**, **change**, **show** and **hide** to control the variables.	Set **IF conditions** for movements. Specify types of **rotation** giving the number of degrees. Change the **position** of objects between screen layers (send to back, bring to front). Set events to control other events by '**broadcasting'** information as a trigger. Use the **Boolean** operators **<, =, >**, **AND, OR, NOT** to define conditions. Upload **sounds** from a **file** and edit them. Add **effects** such as **fade in** and **out** and control their implementation. Combine the use of pens with movement to create interesting effects.

COMPUTING PROGRESSION MAP

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
TO CONNECT		Independently **log on** to the **school network**. Participate in a class **social media** account. **Communicate** safely and respectfully **online**, keeping **personal information** private e.g. using a class email account. Understand and describe **online risks** and the age rules for sites. **Navigate** simple **webpages** using **forward**, **back** and the **home button**.		Perform effective **web searches**. Understand and describe the **risks** posed by **online communications**. Be able to explain how and why they need to stay **safe** when **communicating** online. To know that **comments** made online that are **hurtful** or **offensive** are the same as **bullying** in the 'real world'. Use pre-saved selection of websites and resources to answer **research** questions. Understand and describe the term '**copyright**.'		**Collaborate** with others **online** on sites approved and moderated by teachers. Understand and describe how **simple networks** are setup and used. Understand the effects of **cyber-bullying**. Describe the **dangers online** and how to **minimize risks** and **report problems**. Compare **bias** and **accuracy** on the web.	

COMPUTING PROGRESSION MAP

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
TO COMMUNICATE		**Load** up and **shut down** a **laptop** independently. **Log-in** and out of the laptops independently. Open an **offline application** independently. Access **tablets** using the lock button and access code. Use **keyboard** skills to be able to **word process** simple texts. Describe common uses of **information technology** beyond school. **Save** a **document** in their **file** with support. **Print** a document with support.		**Align** and **change** the case of **text** on a **work processing application**. Use **bullets** and **numbering** when using a work processing application. **Insert** and **format text boxes** on a range of **devices** and **applications** e.g. **PowerPoint**, **Word** and the 'show-me' app. Use the '**ctrl**' key to **select** several sections of text. Understand how **online services** work e.g. shopping, banking etc. Contribute to **blogs** that are **moderated** by the teachers.		Able to choose the most **suitable application** or **device** for the purpose of **communication**. Develop **animation** skills: **scripting**, **recording** and **editing sound**, **using narration** and **dialogue**. **Edit** short films and **evaluate** quality. Use many of the **advanced features** in order to create **high quality, professional or efficient communications**. Create **presentations** with a range of **links**, **images** and **sounds**. **Manipulate** images e.g. **cropping**, changing the colour of the image etc. Undertake film making; including scripting, roles, rehearsal, evaluation, quality of shorts, appropriateness of sound, saving to different media.	

COMPUTING PROGRESSION MAP

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
TO COLLECT		Use simple **databases** to **find** and **record** information in areas across the curriculum with support. **Capture** and **download images**/**videos** from **devices** such as a **camera**. Film short **video clips** with support. Use simple **databases** to record information in areas across the curriculum.		To begin to **devise** and **construct databases** using **applications** designed for this purpose in areas across the curriculum. Collect **data** and present as a **graph**. **Input** data into a database; **generate** graphs and charts. Make and explore **branching databases**. Enter **data** into a **table** on a **spreadsheet**.		Select appropriate **applications** to **devise**, **construct** and **manipulate data** and **present** it in an effective and **professional** manner with support. Create a **formula** in a **spreadsheet**. Collect **live data** using **data-logging equipment**, identifying data **errors**, **patterns** and **sequences**.	