



Understanding the World Computing Links - Nursery, Reception

EYFS Statutory Educational Programme: Understanding the world involves guiding children to make sense of their physical world and their community. The frequency and range of children's personal experiences increases their knowledge and sense of the world around them – from visiting parks, libraries and museums to meeting important members of society such as police officers, nurses and firefighters. In addition, listening to a broad selection of stories, non-fiction, rhymes and poems will foster their understanding of our culturally, socially, technologically and ecologically diverse world. As well as building important knowledge, this extends their familiarity with words that support understanding across domains. Enriching and widening children's vocabulary will support later reading comprehension.

and familiarity with words that support and retaining derived a familiarity with support later reading comprehension.			
Taken from Non-Statutory guidance Development Matters	Taken from Non-Statutory guidance Development	Early Learning Goal at the end of Reception	
3- & 4-Year Olds will be learning to:	Matters	children at the expected level of development	
	Reception will be learning to:	will:	
 Talk about what they see, using a wide vocabulary. Explore how things work. 	of challenge.	Managing Self ELG: Be confident to try new activities and show independence, resilience and perseverance in the face of challenge. Explain the reasons for rules, know right from wrong and try to behave accordingly.	





Computing, Key Stage 1, Year 1

Prior Knowledge

Managing Self ELG:

- Be confident to try new activities and show independence, resilience and perseverance in the face of challenge.
- Explain the reasons for rules, know right from wrong and try to behave accordingly.

- Explain the reasons for rules, know right	from wrong and try to behave accordingly.		
Information Technology	Computer Science	Digital Literacy	ICT Beyond School
Talk about the different ways in which information can be shown.	Give instructions to a friend and follow their instructions to move around a space.	Understand why we need passwords.	Recognise that a range of digital devices and products can be considered computers.
Use technology to collect information, including	formation, including Describe what happens when buttons are pressed Understand that we must keep passwords private.		Recognise the ways in which technology is used in
photos, videos and sound.	on a robot or device.	Explain what personal information is.	their homes and community.
Sort different kinds of information and present it to others.	Press buttons in the correct order to make a robot follow a short sequence.	Understand that we must keep personal information private.	Understand that computers have no intelligence and can do nothing without being programmed.
Add information to a pictogram and talk about their findings.	Understand what an algorithm is and be able to create a simple algorithm.	Communicate safely and respectfully online.	Begin to identify some of the benefits to using technology.
Use software with support, to create, store and edit digital content using appropriate file and folder names.	Understand and explain how algorithms are used in everyday life.	Know what to do when concerned about online content.	
Use the keyboard or a word bank on a device to enter text into a program.	Begin to predict what will happen for a short sequence of instructions.	Know what to do if someone tries to contact you online.	
Understand some of the basic functions on a keyboard (Backspace, Caps Lock, Enter)	Begin to use different software or applications to create movement and patterns on a screen.		
Save information in a specific place and retrieve it again.	Use the word debug to correct an algorithm that doesn't work in the way it was intended		
Use technology to collect information, including photos, videos and sounds.			





Computing, Key Stage 1, Year 2

Computing, Key Stage 1, Teal 2			
Prior Knowledge			
(Y1): Talk about the different ways in which information can be shown.	(Y1): Give instructions to a friend and follow their instructions to move	(Y1): Understand why we need passwords.	(Y1): Recognise that a range of digital devices and
Use technology to collect information, including photos, videos and sound.	around a space.	Understand that we must keep passwords	products can be considered computers.
Sort different kinds of information and present it to others.	Describe what happens when buttons are pressed on a robot or device.	private.	Recognise the ways in which technology is used in their homes and community.
Add information to a pictogram and talk about their findings.	Press buttons in the correct order to make a robot follow a short sequence.	Explain what personal information is.	Understand that computers have no intelligence
Use software with support, to create, store and edit digital content using appropriate	Understand what an algorithm is and be able to create a simple algorithm.	Understand that we must keep personal information private.	and can do nothing without being programmed.
file and folder names.	Understand and explain how algorithms are used in everyday life.	Communicate safely and respectfully online.	Begin to identify some of the benefits to using
Use the keyboard or a word bank on a device to enter text into a program.	Begin to predict what will happen for a short sequence of instructions.	Know what to do when concerned about	technology.
Understand some of the basic functions on a keyboard (Backspace, Caps Lock, Enter)	Begin to use different software or applications to create movement and patterns on a screen.	online content.	
Save information in a specific place and retrieve it again.	Use the word debug to correct an algorithm that doesn't work in the way	Know what to do if someone tries to contact you online.	
Use technology to collect information, including photos, videos and sounds.	it was intended	,	
Information Technology	Computer Science	Digital Literacy	ICT Beyond School
Create a graph or chart using data collected on a specific topic area.	Understand what an algorithm is and demonstrate simple linear algorithms.	Understand the need to keep a password private.	Children can explain why they use technology in the classroom, in their homes and in the community.
Talk about the data that is shown in their chart or graph.			nomes and in the community.
Explain how investigating data can be used to answer a question.	Be able to explain the order needed to do things to make something happen and to talk about it as an algorithm.	Understand the need to keep personal information private.	Identify the benefits of using technology, such as creating content and
Use a variety of software to manipulate and present digital content in different ways with increasing independence.	Programme a robot or software to do a particular task.	Demonstrate the use of technology responsibly in terms of how we use it	communicating efficiently.
	Look at a basic program and explain what will happen.	and the time we spend using it.	Can identify a computer by knowing that it has inputs, a processor and outputs.
Talk about the different ways to use technology to collect information, including a camera or sound recorder.	Use programming software and applications to make objects move.	Know how to report inappropriate content or contact online	Can identify parts of a computer including what an input and output is.
Use the keyboard on their device to add, delete, edit and format text.	Use logical reasoning to predict and debug more complex		
Talk about an online tool that will help them to share their ideas with other people.	programs.		
Save and open files on the device they use from a specific file	Can create and debug with improved confidence & efficiency.		
location.			

Begin to program using simple block code.





Computing, Key Stage 2, Year 3

Prior	Know	edae

Prior Knowledge			
(Y2): Create a graph or chart using data collected on a specific topic area. Talk about the data that is shown in their chart or graph. Explain how investigating data can be used to answer a question. Use a variety of software to manipulate and present digital content in different ways with increasing independence. Talk about the different ways to use technology to collect information, including a camera or sound recorder. Use the keyboard on their device to add, delete, edit and format text. Talk about an online tool that will help them to share their ideas with other people. Save and open files on the device they use from a specific file location.	(Y2): Understand what an algorithm is and demonstrate simple linear algorithms. Be able to explain the order needed to do things to make something happen and to talk about it as an algorithm. Programme a robot or software to do a particular task. Look at a basic program and explain what will happen. Use programming software and applications to make objects move. Use logical reasoning to predict and debug more complex programs. Can create and debug with improved confidence & efficiency. Begin to program using simple block code.	(Y2): Understand the need to keep a password private. Understand the need to keep personal information private. Demonstrate the use of technology responsibly in terms of how we use it and the time we spend using it. Know how to report inappropriate content or contact online.	(Y2): Children can explain why they use technology in the classroom, in their homes and in the community. Identify the benefits of using technology, such as creating content and communicating efficiently. Can identify a computer by knowing that it has inputs, a processor and outputs. Can identify parts of a computer including what an input and output is.
Information Technology	Computer Science	Digital Literacy	ICT Beyond School
Understand the difference between data and information. Talk about the different ways data can be converted into information. Search a ready-made database to answer specific questions. Collect data to help answer questions about a specific topic or theme. Add to and edit an existing database. Combine a mixture of text, graphics and sound to share ideas and learning.	Understand how an algorithm is implemented using a sequence of precise instructions. Can predict the outcome of a sequence of precise instructions. Repeatedly test a program and recognise when they need to debug it. Detect a problem in an algorithm, which could result in a different outcome to the one intended. Understand what inputs and outputs are, how they can be used.	Children consider their responsibilities and actions to others online. Children consider that all of the media they see could have been altered. Understand how to use a search engine responsibly and safety	Save and retrieve work online, on the school network and their own device. Tell you ways to communicate with others online. Knows how navigate the web responsibly. Can carry out effective web searches to collect digital content. Think about whether they can use images that they find online in their own work.
Use appropriate keyboard commands to amend text. Be able to effectively use a spell checker. Evaluate their work and improve its effectiveness. Use an appropriate tool to share their work online.	Provide examples of how to use inputs and outputs effectively. Designs, writes, executes and debugs programs of increasing complexity that accomplish a specific goal. Use logical reasoning to predict and debug more complex programs including inputs and output.		





Computing, Key Stage 2, Year 4			
Prior Knowledge			
(Y3): Understand the difference between data and information	(Y3): Understand how an algorithm is implemented using a sequence of precise instructions.	(Y3): Children consider their responsibilities and actions to others online.	(Y3): Save and retrieve work online, on the school network and their own device.
Talk about the different ways data can be converted into information. Search a ready-made database to answer specific questions.	Can predict the outcome of a sequence of precise instructions.	Children consider that all of the media they see	Tell you ways to communicate with others
Collect data to help answer questions about a specific topic or theme.	Repeatedly test a program and recognise when they need to debug it.	could have been altered. Understand how to use a search engine	online. Knows how navigate the web responsibly.
Add to and edit an existing database.	Detect a problem in an algorithm, which could result in a different outcome to the one intended.	responsibly and safety	Can carry out effective web searches to
Combine a mixture of text, graphics and sound to share ideas and learning	Understand what inputs and outputs are, how they can be used.		collect digital content.
Use appropriate keyboard commands to amend text.	Provide examples of how to use inputs and outputs effectively.		Think about whether they can use images that they find online in their own work.
Be able to effectively use a spell checker. Evaluate their work and improve its effectiveness.	Designs, writes, executes and debugs programs of increasing complexity that accomplish a specific goal.		
Use an appropriate tool to share their work online	Use logical reasoning to predict and debug more complex programs including inputs and output.		
Information Technology	Computer Science	Digital Literacy	ICT Beyond School
Demonstrate the different ways data can be organised.	Design simple algorithms using loops and repeats, whilst	Understand that media can be edited	Understand the difference between
Demonstrate the different ways data can be converted into information.	detecting and correcting errors is debugging.	online for advertising and other purposes.	the Internet and online services such as the World Wide Web,
Make a branching database.	Write and execute an efficient program, using loops such as forever, repeat & repeat until commands.	Recognise what is acceptable and unacceptable behaviour when using	instant messaging and email.
Collect data and identify where it could be inaccurate.		technology and online services.	Tell you whether a resource they
Plan, create and search a database.	Decompose a problem into smaller parts with some verbal reasoning.	Children understand how effective a	are using is from the World Wide Web, the school network or their
Select the best way to present data to a specific audience.	Has an understanding of how sequencing, using inputs and	strong password is and what a strong password looks like.	own work.
Log data using a device.	repetition in programs has specific effects on the output, works with 'loops' and understands their effect.	·	Identify key words to use when searching safely on the World Wide
Use photos, video and sound to create an atmosphere when presenting to different audiences.	Recognise that an algorithm will help to sequence more		Web.
Be confident to explore new media to extend what they can achieve.	complex programs.		Show an awareness of a range of Internet services such as the World
Change the appearance of text to increase its effectiveness depending on the audience or mood.	Use logical reasoning to predict and debug more complex programs including loops and repeats.		Wide Web, email and instant messaging.
Create, modify and present documents for a particular purpose and audience.			Explain how to check who owns
Use a keyboard confidently and make use of a spellchecker to write and review their work.			photos, text and clipart.
Use an appropriate tool to share their work and collaborate online.			
Be able to evaluate other people's work and give them constructive feedback to help them improve their work.			





Computing, Key Stage 2, Year 5

Prior Knowledge

(Y4): Demonstrate the different ways data can be organised.

Demonstrate the different ways data can be converted into information.

Make a branching database.

Collect data and identify where it could be inaccurate.

Plan, create and search a database.

Select the best way to present data to a specific audience.

Log data using a device.

Use photos, video and sound to create an atmosphere when presenting to different audiences

Be confident to explore new media to extend what they can achieve.

Change the appearance of text to increase its effectiveness depending on the audience or mood.

Create, modify and present documents for a particular purpose and audience.

Use a keyboard confidently and make use of a spellchecker to write and review their work.

Use an appropriate tool to share their work and collaborate online.

Be able to evaluate other people's work and give them constructive feedback to help them improve their work.

(Y4): Design simple algorithms using loops and repeats, whilst detecting and correcting errors is debugging.

Write and execute an efficient program, using loops such as forever, repeat & repeat until commands.

Decompose a problem into smaller parts with some verbal reasoning.

Has an understanding of how sequencing, using inputs and repetition in programs has specific effects on the output, works with 'loops' and understands their effect.

Recognise that an algorithm will help to sequence more complex programs.

Use logical reasoning to predict and debug more complex programs including loops and repeats.

(Y4): Understand that media can be edited online for advertising and other purposes.

Recognise what is acceptable and unacceptable behaviour when using technology and online services.

Children understand how effective a strong password is and what a strong password looks like.

(Y4): Understand the difference between the Internet and online services such as the World Wide Web, instant messaging and email.

Tell you whether a resource they are using is from the World Wide Web, the school network or their own work.

Identify key words to use when searching safely on the World Wide Web.

Show an awareness of a range of Internet services such as the World Wide Web, email and instant messaging.

Explain how to check who owns photos, text and clipart.

Information Technology

Choose an appropriate tool to help them collect data.

Present data in an appropriate way depending on the theme or audience.

Use a spreadsheet and database to collect, record and evaluate data.

Search a database using different operators to refine a search.

Talk about errors in data and suggest how it could be checked.

Use text, photo, sound and video editing tools to evaluate and refine their work.

Be able to use a variety of familiar and unfamiliar software by using a pre-existing skill set.

Select, use and combine the appropriate technology tools to create effects in media.

Select an appropriate online or offline tool to create and share ideas.

Evaluate and improve their own work and support others in improving their work.

Acknowledges sources of information appropriately.

Computer Science

Program a condition that uses a sensor to detect a change, which can select an action within a program.

Decomposes more open-ended problems into smaller parts, provides some reasoning for their choices.

Approaches a range of problems using computationally thinking concepts, helping them to design other algorithms for other specific outcomes.

Design, write and execute an efficient program, including selection (IF...THEN) command.

Change an input to a program to achieve a different output.

Use logical reasoning to predict and debug more complex programs including selection.

Uses programs linked to physical systems and sensors e.g. the alarm goes off when the sensor is triggered.

Design, write and execute an efficient program, which demonstrates and understanding of the difference between, and appropriate use of IF...THEN, IF...THEN...ELSE, and nested IF statements.

Digital Literacy

Be aware of their digital footprint.

Understand the dangers of building online relationships.

Explain what the consequences might be to using technology inappropriately or accessing inappropriate content intentionally

ICT Beyond School

Use different online tools for different purposes.

Use a search engine effectively to find appropriate information and check the reliability of a website.

Understand how search results are selected and ranked and the algorithms they use

Recognise and evaluate different types of information they find on the World Wide Web.

Think about the reliability of information they read on the World Wide Web or other Internet services (Fake News).



Recognises the importance of copyright and how to acknowledge the

sources of information.

Pleasant Street Primary School – Progression and Coverage



Computing, Key Stage 2, Year 6 **Prior Knowledge** (Y5): Program a condition that uses a sensor to detect a change, which can select an action within (Y5): Be aware of their digital footprint. (Y5): Use different online tools for different purposes. Understand the dangers of building online Present data in an appropriate way depending on the theme or audience Use a search engine effectively to find appropriate Decomposes more open-ended problems into smaller parts, provides some reasoning for their information and check the reliability of a website Use a spreadsheet and database to collect, record and evaluate data Understand how search results are selected and Explain what the consequences might be to Search a database using different operators to refine a search Approaches a range of problems using computationally thinking concepts, helping them to design using technology inappropriately or accessing ranked and the algorithms they use other algorithms for other specific outcomes. inappropriate content intentionally Talk about errors in data and suggest how it could be checked Recognise and evaluate different types of information Design, write and execute an efficient program, including selection (IF...THEN) command. they find on the World Wide Web Use text, photo, sound and video editing tools to evaluate and refine their work. Change an input to a program to achieve a different output. Think about the reliability of information they read on Be able to use a variety of familiar and unfamiliar software by using a pre-existing skill set. the World Wide Web or other Internet services (Fake Use logical reasoning to predict and debug more complex programs including selection. Select, use and combine the appropriate technology tools to create effects in media. News) Uses programs linked to physical systems and sensors e.g. the alarm goes off when the sensor is Select an appropriate online or offline tool to create and share ideas Evaluate and improve their own work and support others in improving their work. Design, write and execute an efficient program, which demonstrates and understanding of the Acknowledges sources of information appropriately difference between, and appropriate use of IF...THEN, IF...THEN...ELSE, and nested IF **Computer Science ICT Beyond School** Information Technology **Digital Literacy** Select the most effective tool to collect data for their investigation. Understand the importance of planning, testing and correcting Be aware of fake news and how Explain the Internet services they algorithms. to dissect it. need to use for different purposes. Check the data they collect for accuracy and plausibility, Describe the different parts of a Demonstrate a range of different strategies to solve a problem Understand the difference Plan the process needed to investigate a set environment or setting including: abstraction, decomposition, logic & evaluation. between misinformation and webpage. disinformation. Interpret and present the data they collect. Understand why sequence & patterns are important when creating Understands how to construct a simple algorithms that are part of a more complex program. Understand what Copywriting is website using basic HTML tags. Use the skills developed to interrogate a database. and using someone else's work Gives reasoning for each step within algorithms and applying them Explain what copyright is and Uses a range of strategies to increase the accuracy of keyword responsibly. to a program. acknowledge the sources of searches. Makes confident inferences about their effectiveness. Manage their conduct and information that they find online. Understand & develop complex flow diagrams. Talk about audience, atmosphere and structure when planning a contact appropriately and safely Understands how data is transmitted particular media outcome. when using technology and Use a variable to increase programming possibilities. across a network. online services. Combine a range of media, recognising the contribution of each to Use a variable and relational operator (e.g. < = >) within a loop to Understand what IP is and how it's achieve a particular outcome. stop a program. used. Confidently identify the potential of unfamiliar technology and how it Evaluate the effectiveness and efficiency of an algorithm while Can explain how networks use the can be used effectively. continually testing the programming of that program. Internet to send and receive data. Explain why they select a particular online tool for a specific purpose. Use different inputs (including sensors) to control a device or onscreen action and predict what will happen. Be digitally discerning when evaluating the effectiveness of their own work and the work of others. Use logical reasoning to predict and debug more complex programs

including: selection, variables and operators