



Curriculum Progression in Computing

BEAVER GREEN PRIMARY SCHOOL



Key Stage	Year Group	Computer Systems and Networks	Creating Media - Digital Painting	Creating Media - Digital Writing	Data and Information - Grouping Data	Programming A - Moving a Robot	Programming B - Animation
Key Stage 1	1	<p>I can explain technology in our classroom.</p> <p>I can use technology.</p> <p>I can develop my mouse skills</p> <p>I can use a computer keyboard.</p> <p>I can develop my keyboard skills.</p> <p>I can use a computer responsibly.</p>	<p>I can learn how to paint on a computer</p> <p>I can use shapes and lines on the computer</p> <p>I can make careful choices</p> <p>I can understand why I made that decision.</p> <p>I can do painting all by myself.</p> <p>I can compare computer art and painting. .</p>	<p>I can explore the keyboard.</p> <p>I can add and remove text.</p> <p>I can explore the toolbar</p> <p>I make changes to the text</p> <p>I can explain my choices.</p> <p>I can explain the differences between typing and writing</p>	<p>I can label and match.</p> <p>I can group and count.</p> <p>I can describe an object.</p> <p>I can make different groups.</p> <p>I can compare groups.</p> <p>I can group objects to answer a question</p>	<p>I can understand the buttons on a robot.</p> <p>I can program the robot in directions.</p> <p>I can program the robot to move forwards and backwards.</p> <p>I can program the robot to go in four directions.</p> <p>I can explain what my robot can do.</p> <p>I can program my robot to do routes.</p>	<p>I can compare animation tools.</p> <p>I can join blocks in animation.</p> <p>I can make changes in animation.</p> <p>I can add sprites in animation.</p> <p>I can design a project</p> <p>I can follow my design.</p>



Key Stage	Year Group	Computer Systems and Networks	Creating Media - Digital Photography	Creating Media - Making Music	Data and Information - Pictograms	Programming A - Robot Algorithms	Programming B - An introduction to quizzes
Key Stage 1	2	<p>I can understand what IT is.</p> <p>I can understand IT in school.</p> <p>I can understand IT across the world.</p> <p>I can understand the benefits of IT.</p> <p>I can use IT safely.</p> <p>I can use IT in different ways.</p>	<p>I can take photographs.</p> <p>I can understand portrait or landscape.</p> <p>I can explain what makes a good photograph.</p> <p>I can explore using lighting when taking a photograph.</p> <p>I can explore different effects when taking a photograph.</p> <p>I can recognise if photographs are real or not.</p>	<p>I can explain how music makes us feel.</p> <p>I can understand rhythms and patterns.</p> <p>I can explain how music can be used.</p> <p>I can explore notes and tempo.</p> <p>I can create digital music.</p> <p>I can review and edit music.</p>	<p>I can count and compare.</p> <p>I can enter data.</p> <p>I can create pictograms.</p> <p>I can understand what an attribute is.</p> <p>I can compare people when using data.</p> <p>I can present information.</p>	<p>I can give instructions to a robot.</p> <p>I can create a range of sequences.</p> <p>I can make predictions.</p> <p>I can use mats and routes.</p> <p>I can design an algorithm.</p> <p>I can debug.</p>	<p>I can recap Scratch Jr.</p> <p>I can predict an outcome of a sequence.</p> <p>I can use a design.</p> <p>I can change a design.</p> <p>I can design and create a program.</p> <p>I can evaluate my design.</p>

Key Stage	Year Group	Computer systems and networks	Creating media - animation	Creating media - desktop publishing	Branching databases	Programme A - sequence in music	Programme B - events and actions
Key Stage 2	3	<p>I can explain how a digital device works.</p> <p>I can explain what parts make up a digital device.</p> <p>I can explain how a digital device helps us.</p> <p>I can explain how a computer network shares information.</p> <p>I can understand how computers are connected.</p> <p>I can recognise the components of a school network.</p>	<p>I can explore that animation is a sequence of pictures or drawings.</p> <p>I can relate animated movement with a sequence of images.</p> <p>I can plan an animation.</p> <p>I can identify the need to work consistently and carefully.</p> <p>I can review and improve an animation.</p> <p>I can evaluate the impact of adding other media to an animation.</p>	<p>I can recognise how text and images communicate information.</p> <p>I can recognise that text and layout can be edited.</p> <p>I can choose appropriate page settings.</p> <p>I can add content to a desktop publishing document.</p> <p>I can consider how different layouts suit different purposes.</p> <p>I can consider the benefits of desktop publishing.</p>	<p>I can create questions with yes/no answers.</p> <p>I can identify the object attributes needed to collect relevant data.</p> <p>I can create a branching database.</p> <p>I can explain why it is important for a database to be well structured.</p> <p>I can identify objects using a branching database.</p> <p>I can compare the information known in a pictogram with a branching database.</p>	<p>I can explore a new programming environment.</p> <p>I can identify that commands have an outcome.</p> <p>I can explain that a programme has a start.</p> <p>I can create a project from a given task.</p> <p>I can change the appearance of my project.</p> <p>I can create a project.</p>	<p>I can explain how a sprite moves.</p> <p>I can create a programme to move a sprite in four directions.</p> <p>I can adapt a programme to a new context.</p> <p>I can develop my programme by adding features.</p> <p>I can identify and fix bugs in a programme.</p> <p>I can design and create a mazed base challenge.</p>

Key Stage	Year Group	Computer Systems and Networks - The Internet	Creating media - Audio editing	Creating media - Photo editing	Data and information - Data logging	Programming A - Repetition in Shape	Programming B - Repetition in games
Key Stage 2	4	<p>I can connect networks</p> <p>I can explain what the internet is made of</p> <p>I can share information online.</p> <p>I can understand what a website it</p> <p>I can explore who owns the world wide web</p> <p>I can investigate false information</p>	<p>I can explore devices that record sounds.</p> <p>I can record sounds.</p> <p>I can create a podcast</p> <p>I can edit digital recordings</p> <p>I can combine audio</p> <p>I can evaluate podcasts</p>	<p>I can change digital images</p> <p>I can change the composition of images</p> <p>I can change images for different uses.</p> <p>I can retouch images.</p> <p>I can recognise fake images.</p> <p>I can make and evaluate a publication.</p>	<p>I can chooses a data set to answer a question</p> <p>I can explain that sensors are input devices</p> <p>I can identify a suitable place to collect data</p> <p>I can analyse data</p> <p>I can propose a question that can be answered by data</p> <p>I can interpret data that has been collected by a data logger</p>	<p>I can programme a screen turtle.</p> <p>I can programme letters.</p> <p>I can identify patterns and sequences.</p> <p>I can use loops to create shapes.</p> <p>I can identify 'chunks' of action in the real world.</p> <p>I can create a program.</p>	<p>I can use loops to create shapes</p> <p>I can modify loops to give a different outcome</p> <p>I can animate my name</p> <p>I can modify a game</p> <p>I can design a game</p> <p>I can refine the algorithm in my game</p>

Key Stage	Year Group	Computer systems and networks - sharing information	Creating media - Vector drawing	Creating media - video editing	Data and information - flat file databases	Programming A - selection in physical computing	Programming B - selection in quizzes
Key Stage 2	5	<p>I can explain that systems are built using a number of parts</p> <p>I can identify tasks that are managed by computer systems</p> <p>I can transfer information.</p> <p>I can send information over the internet in different ways.</p> <p>I can make thoughtful suggestions on my group's work</p> <p>I can identify different parts of working together online</p>	<p>I can recognise that vector drawings are made using shapes</p> <p>I can create images.</p> <p>I can make effective drawings</p> <p>I can change the order of layers in a vector drawing</p> <p>I can manipulate objects</p> <p>I can create a vector drawing</p>	<p>I can identify the features of videos</p> <p>I can experiment with different camera angles</p> <p>I can use a storyboard</p> <p>I can plan a video</p> <p>I can import and edit video</p> <p>I can evaluate a video</p>	<p>I can create a paper based database</p> <p>I can explain what a 'field' and a 'record' is in a database</p> <p>I can explain how information can be grouped.</p> <p>I can use search tools</p> <p>I can compare data visually</p> <p>I can present my findings to a group</p>	<p>I can connect a crumble</p> <p>I can combine output components</p> <p>I can explain that a condition is either true or false</p> <p>I can explain that a condition being met can start with an action</p> <p>I can draw designs</p> <p>I can write and test algorithms</p>	<p>I can identify conditions in a programme</p> <p>I can create a programme with different outcomes</p> <p>I can explain that a program flow can branch according to a condition</p> <p>I can plan a quiz</p> <p>I can test a quiz</p> <p>I can evaluate a quiz</p>

Key Stage	Year Group	Combining systems and networks - communication	Create media - 3D modelling	Creating media - web page creation	Data and Information - spreadsheets	Programming A - variables in games	Programming B - sensing
Key Stage 2	6	<p>I can compare results from different search engines</p> <p>I can explain why we need tools to find things online</p> <p>I can understand how search results are ranked</p> <p>I can explain how search results are ranked</p> <p>I can explain why people communicate in different ways</p> <p>I can decide when I should and should not share</p>	<p>I can explore 3D modelling</p> <p>I can resize a 3D object</p> <p>I can rotate and position a 3D object</p> <p>I can create a 3D object of an appropriate size.</p> <p>I plan my own 3D model</p> <p>I can make my own 3D model</p>	<p>I can understand what makes a good website</p> <p>I can explore how to layout a website</p> <p>I can say why I should use copyright-free images</p> <p>I can add content to my own webpage</p> <p>I can explain what the navigation path is</p> <p>I can create hyperlinks to link other people's work</p>	<p>I can understand what a spreadsheet is</p> <p>I can modify a spreadsheet</p> <p>I can add formula to a spreadsheet</p> <p>I can create a formula that includes a range of cells</p> <p>I can use a spreadsheet to answer questions</p> <p>I can produce a graph</p>	<p>I can identify examples of information that is variable</p> <p>I can explain that a variable has a name and a value</p> <p>I can decide where in a program to change a variable</p> <p>I can explain my design choices.</p> <p>I can create the artwork for my project</p> <p>I can share my game with others</p>	<p>I can transfer my program to control a device</p> <p>I can determine the flow of a program using selection</p> <p>I can use a condition to change a variable</p> <p>I can modify a program to achieve a different outcome</p> <p>I can design the algorithm for my project</p> <p>I can make a step counter</p>