



## Langley Fitzures CoE Primary Whole-School Computing Skills Progression

	<b>Computing System and Networks</b>					
	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Key Objectives</b>	Identify common technology  Use a mouse and keyboard	Recognise IT uses beyond school	Understand networks and internet	Explore internet as a global system	Understand search engines	Use digital collaboration tools
<b>Skills</b>	Logging in  Using input devices	Logging in and saving files	Explain how devices connect	Understand routing and packets	Use keywords, evaluate results	Edit shared docs, give feedback

	<b>Creating Media</b>					
	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Key Objectives</b>	Use digital drawing tools	Take and edit digital photos	Create simple animations and publications	Edit photos and audio	Create videos and vector graphics	Design 3D models and websites
<b>Skills</b>	Choose colours, shapes, tools	Framing, cropping, enhancing	Add frames and layout	Apply filters, trim sound	Record, edit cut video, draw shapes	Plan layout and structure of a website  Add and format text, images, and links

	<b>Programming</b>					
	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>

<b>Key Objectives</b>	Program a floor robot	Create and debug simple programs	Program sprite movements	Use loops in drawing and games	Use selection in programs	Use variables and sensors
<b>Skills</b>	Sequence simple commands  Debug movements	Sequence arrows  Test and fix	Use events and loops	Create patterns with repetition	If/else, conditions, input	Program with micro: bit

<b>Data and Information</b>						
	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Key Objectives</b>	Group objects into sets	Create pictograms from data	Sort and identify data using questions	Collect and analyse sensor data	Manage flat-file databases	Use spreadsheets for analysis
<b>Skills</b>	Label and count groups	Collect and input data	Build branching structures	Record and interpret	Sort, filter, create views	Formulas, charts

<b>Online Safety</b>						
	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Key Objectives</b>	Stay safe online	Keep info private	Recognise online risks	Protect online identity	Understand fake news and bias	Stay safe moving to KS3
<b>Skills</b>	Recognise personal info	Recognise trusted adults	Recognise online risks	Create strong passwords	Check sources	Apply safety habits