Computing Progression of Skills EYFS to end of KS1

The document below demonstrates how we structure and sequence our computing curriculum across the school to ensure our pupils gain a rich and wide range of skills, knowledge and vocabulary, effectively built upon year on year.

Year Group	Information technology	Digital literacy	Computer science
EYFS	Recognise that information can be stored on computers. Operate simple equipment, e.g. Take a photo on a ipad, turn on a CD player, use a remote control, use a mouse to play a simple game.	Recognise simple technology that can be used in the home and school. Follow simple safety rules when using technology.	Understand simple instructions. Follow simple instructions.
1	Use technology purposefully to create digital content Use technology purposefully to store digital content Use technology purposefully to retrieve digital content	Use technology safely Keep personal information private Follow simple rules and what to do if they have concerns about content or contact on the internet or other online technologies. Recognise some simple uses of information technology beyond school.	Understand what algorithms are Create simple programs
2	Use technology purposefully to organise, store and retrieve digital content	Use technology safely, responsibly and respectfully Keep personal information private	Understand how algorithms are implemented as programs on digital devices

	Use technology purposefully to create and manipulate digital content	Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies Recognise common uses of information technology beyond school	Understand that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs