

Computing

Knowledge & Skills Progression – EYFS to Year 1



Three and Four-Year-Olds		
Personal, Social and Emotional Development		<ul style="list-style-type: none"> Increasingly follow rules, understanding why they are important.
Physical Development		<ul style="list-style-type: none"> Match their developing physical skills to tasks and activities in the setting.
Understanding the World		<ul style="list-style-type: none"> Explore how things work.
Reception		
Personal, Social and Emotional Development		<ul style="list-style-type: none"> Show resilience and perseverance in the face of a challenge.
Physical Development		<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Know and talk about the different factors that support their overall health and wellbeing: e.g. sensible amounts of 'screen time'.
Expressive Arts and Design		<ul style="list-style-type: none"> Explore, use and refine a variety of artistic effects to express their ideas and feelings.
ELG		
Personal, Social and Emotional Development	Managing Self	<ul style="list-style-type: none"> 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.
Expressive Arts and Design	Creating with Materials	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Year 1		
Digital Literacy		<ul style="list-style-type: none"> To log in safely. To learn how to find saved work in the Online Work area and find teacher comments. To learn how to search Purple Mash to find resources. To become familiar with the icons and types of resources available in the Topics section. To start to add pictures and text to work. To explore the Tools and Games section of Purple Mash. To learn how to open, save and print. To understand the importance of logging out. To walk around the local community and find examples of where technology is used. To record examples of technology outside school.
Information Technology		<ul style="list-style-type: none"> To understand that data can be represented in picture format. To contribute to a class pictogram. To use a pictogram to record the results of an experiment. To introduce e-books and the 2Create a Story tool.

	<ul style="list-style-type: none"> • To add animation to a story. • To add sound to a story, including voice recording and music the children have composed. • To work on a more complex story, including adding backgrounds and copying and pasting pages. • To share e-books on a class display board. • To know what a spreadsheet programme looks like. • How to open 2Calculate in Purple Mash. • How to enter data into spreadsheet cells. • To use 2Calculate image tools to add clipart into cells. • To use 2Calculate control tools: lock, move cell, speak and count.
<p>Computer Science</p>	<ul style="list-style-type: none"> • To compare the effects of adhering strictly to instructions to completing tasks without complete instructions. • To follow and create simple instructions on the computer. • To consider how the order of instructions affects the result. • To understand the functionality of the direction keys. • To understand how to create and debug a set of instructions (algorithm). • To use the additional direction keys as part of an algorithm. • To understand how to change and extend the algorithm list. • To create a longer algorithm for an activity. • To set challenges for peers. • To access peer challenges set by the teacher as 2dos. • To understand what coding means. • To use design mode to set up a scene. • To add characters. • To use code blocks to make the character perform actions. • To use collision detection. • To save and share work. • To know the save, print, open and new icon.