

# Ebchester CE Primary School

## Progression of Learning – *Computing KS1*



By the end of KS1		
	Breadth of Study	Knowledge and Skills
<b>Online Safety and Digital Literacy</b>	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the Internet or other online technologies	<u>Year 1</u> <ul style="list-style-type: none"> <li>• Know that the internet is accessed all over the World and know some devices are connected to the internet.</li> <li>• Knows that some apps and websites are for adults and not suitable for children.</li> <li>• Know that they should always ask a responsible adult if they want to use a device and ask for help if they see anything that worries them.</li> <li>• Understand that messages sent online can upset people in real life.</li> <li>• Can open the internet/safari and find a familiar website (e.g. TTR, phonics bloom)</li> </ul>
		<u>Year 2</u> <ul style="list-style-type: none"> <li>• Know devices that enable direct communication between people through images and text.</li> <li>• Can explain which websites, apps and games are safe and appropriate to use.</li> <li>• Know what personal information is and that they should never share this with anyone they do not know.</li> <li>• Understands the importance of consent when sharing pictures online.</li> <li>• Know that they should tell a trusted adult if they are worried about anything on a device.</li> <li>• Independently, be able to find a basic answer to a question on the internet.</li> </ul>
<b>Information Technology</b>	Use technology purposefully to create, organise, store, manipulate and retrieve digital content  Recognise common uses of information technology beyond school	<u>Year 1</u> <ul style="list-style-type: none"> <li>• Be able to log onto a computer.</li> <li>• Be able to navigate around the screen with a mouse.</li> <li>• Know how to type text using space bar for separate words to create something meaningful.</li> <li>• Be able to independently find and use an app on a tablet.</li> <li>• With support, create a pictogram using simple software.</li> </ul>
		<u>Year 2</u> <ul style="list-style-type: none"> <li>• Be able to save, retrieve and print work on a computer or tablet.</li> <li>• Know how to type and format text, including basic punctuation and capital letters.</li> <li>• Be able to use a mouse or touchpad with confidence.</li> <li>• Be able to combine simple text and graphics on a page.</li> <li>• Independently create a pictogram using simple software.</li> </ul>

<b>Computer Science</b>	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	<u>Year 1</u> <ul style="list-style-type: none"> <li>• Know which button on a device represents which action e.g. Bee Bot.</li> <li>• Know how to program a robot to follow simple sequence of instructions (1- 2 turns).</li> <li>• Make a simple sequence of instructions / algorithm</li> <li>• Be able to make simple predications about an algorithm e.g. The Bee Bot will go....</li> <li>• Be able to change (debug) the program to improve the route.</li> </ul>
	<p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p>	<u>Year 2</u> <ul style="list-style-type: none"> <li>• Know how to program a robot to achieve set goal (sequence of 6-7 instructions).</li> <li>• Begin to use block programming e.g. Scratch Junior, Alex to complete a simple program.</li> <li>• Be able to debug more complex problems e.g. a route on Bluebot, ALEX etc.</li> </ul>