Lightcliffe CofE Primary School

Computing Progression of Skills





Online Safety

| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---|---|--|--|--|--|
| - Understand what is safe to share online - Recognise trusted adults - Follow simple online rules | - Know what personal information is - Understand the importance of passwords - Recognise online risks | - Understand digital footprints - Use safe search engines - Identify and report concerns | - Recognise secure websites - Understand online identity and reputation - Know how to manage digital content | - Understand online relationships and cyberbullying - Know how to protect digital reputation - Use reporting tools | - Manage digital identity - Apply advanced safety strategies - Understand data privacy and consent |

Digital Literacy

| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|---|--|--|--|---|---|
| - Use classroom technology (iPads, computers) - Create simple digital content - Navigate basic software | - Create digital art and music - Use word processors - Save and retrieve work | - Improve typing skills - Use email safely - Explore simulations | - Adapt writing for different audiences - Use search engines effectively - Create animations | - Blog and comment responsibly - Use concept maps to organise ideas - Evaluate digital content | - Manage blogs and multimedia - Moderate comments - Present structured information clearly |

Data Handling

| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|--|--|---|--|---|
| - Sort and group objects - Recognise simple data sets - Use pictograms | - Enter and organise data in spreadsheets - Use simple formulas - Create basic charts | - Create and interpret graphs - Use branching databases - Analyse simple data sets | - Use variables in data - Search and evaluate digital data - Create structured databases | - Query databases - Analyse and interpret data - Use spreadsheets for planning | - Use spreadsheets for budgeting - Create interactive quizzes - Evaluate data accuracy |

Programming and Coding

| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|---|--|--|---|--|
| - Give simple commands - Understand sequences - Debug basic errors | - Use block coding - Create animations - Understand inputs and outputs | - Use selection and repetition - Create branching programs - Debug multi-step code | - Use variables and loops - Plan and test procedures - Refine code for efficiency | - Use functions and nested loops - Apply logic in game design - Debug complex programs | - Use conditionals and functions - Create multi- layered programs - Evaluate and improve code |

Creativity and Multimedia

| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|--|---|--|---|--|---|
| - Create animated stories - Use drawing tools - Explore digital storytelling | - Compose music digitally - Create digital art - Use multimedia tools | - Create simulations - Design branching databases - Use email with attachments | - Create animations with transitions - Write for specific audiences - Use multimedia in presentations | - Design interactive games - Build 3D models - Use feedback to improve designs | - Create multimedia blogs - Design quizzes with feedback - Present ideas using digital tools |

Communication and Networks

| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
|------------------|---|-------------------|--------------------|--------------------|--------------------|
| - Recognise | - Identify technology in the wider world - Understand how devices connect | - Use email to | - Understand how | - Understand game | - Understand how |
| technology in | | communicate | search engines | logic and user | networks operate |
| school and home | | - Understand how | work | interaction | - Explain how data |
| - Understand how | | simulations model | - Know how data is | - Explore how data | travels across the |
| devices help us | | real life | retrieved | is shared | internet |