

KS1 Computing Progression of Skills

Computer Science Steps

Year 1

From NCCE Lesson Plans (Teach Computing)

Programming A - Moving a robot	To explain what a given command will do
	To act out a given word
	To combine forwards and backwards commands to make a sequence
	To combine four direction commands to make sequences
	To plan a simple program
	To find more than one solution to a problem

Year 2

Programming A - Robot Algorithms	To describe a series of instructions as a sequence
	To explain what happens when we change the order of instructions
	To use logical reasoning to predict the outcome of a program (series of commands)
	To explain that programming projects can have code and artwork
	To design an algorithm
	To create and debug a program that I have written

Y1

Programming B - Programming Animations	To choose a command for a given purpose
	To show that a series of commands can be joined together
	To identify the effect of changing a value
	To explain that each sprite has its own instructions
	To design the parts of a project
	To use my algorithm to create a program

Y2

Programming B - Programming Quizzes	To explain that a sequence of commands has a start
	To explain that a sequence of commands has an outcome
	To create a program using a given design
	To change a given design
	To create a program using my own design
	To decide how my project can be improved

DL & IT Steps

Year 1

From NCCE Lesson Plans

Creating Media - Digital Painting	To describe what different freehand tools do
	To use the shape tool and the line tools
	To make careful choices when painting a digital picture
	To explain why I chose the tools I used
	To use a computer on my own to paint a picture
	To compare painting a picture on a computer and on paper

Year 2

Creating Music - Digital Music	To say how music can make us feel
	To identify that there are patterns in music
	To describe how music can be used in different ways
	To show how music is made from a series of notes
	To create music for a purpose
	To review and refine our computer work

Y1

Creating Media - Digital Writing	To use a computer to write
	To add and remove text on a computer
	To identify that the look of text can be changed on a computer
	To make careful choices when changing text
	To explain why I used the tools that I chose
	To compare writing on a computer with writing on paper

Y2

Creating Media - Digital Photography	To know what devices can be used to take photographs
	To use a digital device to take a photograph
	To describe what makes a good photograph
	To decide how photographs can be improved
	To use tools to change an image
	To recognise that images can be changed

Y1

Computing Systems & Networks - Technology Around Us	To identify technology
	To identify a computer and its main parts
	To use a mouse in different ways
	To use a keyboard to type
	To use the keyboard to edit text
	To create rules for using technology responsibly

Y2

Computing Systems & Networks - IT Around Us	To recognise the uses and features of information technology
	To identify information technology in the home
	To identify information technology beyond school
	To explain how information technology benefits us
	To show how to use information technology safely
	To recognise that choices are made when using information technology

Y1

Information - Grouping Data	To label objects
	To identify that objects can be counted
	To describe objects in different ways
	To count objects with the same properties

Y2

Information - Pictograms	To recognise that we can count and compare objects using tally charts
	To recognise that objects can be represented as pictures
	To create a pictogram
	To select objects by attribute and make comparisons

Key Stage 1 NCCE Learning Objectives

Data and In	To compare groups of objects	Data and In	To recognise that people can be described by attributes
	To answer questions about groups of objects		To explain that we can present information using a computer