Langdon Primary School – Progression in Computing (2019)

	Year R	Years 1 and 2	Years 3 and 4	Years 5 and 6
	Coding • An introduction to basic algorithms programming offline using language such as forward and backwards and physically moving something **Digital Literacy** • Learn to turn on and log on to a computer using their name • Log onto programmes such as Purple mash using a simple picture password.	**Coding** Begin to use basic coding activities online such as chimp from purple mash. • Create basic algorithms using BeeBots and other similar technology. • Use langue describing movement such clockwise and anti-clockwise • Be taught what the term debug means and debug devices such as Beebots when they do not perform the desired action. • Use logical reasoning to predict the behaviour of the simple code and programmes **Digital Literacy** • Opening specific programmes • Create, save and retrieve work to and from specific locations. • Begin to use basic word processing software both online (such as 2write) and offline (such as MSWord) learning terms such as.	**Coding** Begin to use more challenging coding activities online such as Gibbon from purple mash. • Create simple programmes to achieve a specific goal breaking them into smaller parts. • Use degrees when talking about the amount of turn when using programmes such a Logo • Using short hand commands such FD –Forward, BK- back RT- Right LT- Left • Create programmes which create different outputs such as sound and movements on screen • Understand which part of code is causing a programme to malfunction and make simple changes to the code to debug these. **Digital Literacy** • Create PowerPoints presentations learning how to add slides, transition between slides, insert clipart from both clipart banks and online images, insert WordArt and change the colour and fonts of both the texts and the slides.	**Coding** Create more complex programmes to achieve a specific goal using the free code software of gorilla in purple mash. • Use 'if' and 'then' commands to select an action • Use logic, imagination and creativity to extend a program developing them to meet their desired outcome. • Use variables within programmes to control speed and direction • Use an range of inputs to create different outputs within a programmes **Digital Literacy** • Use search technologies effectively and consider how results are selected and ranked • Create spreadsheets to present, analyse and organise data using formulas to speed up work. • Understand computer networks including the internet. Understand the different part of a school and home network and their function.