



Computing Progression Map

Coverage key

Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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Technology in the real world

Nursery	Reception	Year 1	Year 2
Key Vocabulary: Ipad Camera Walkie talkie	Laptop Beebot Traffic lights, microwave, fridge, oven	Keyboard Font Word processing Email Mouse, keyboard, cursor, keys	Navigate Search engine Inbox Sent folder
Explore the technology that we use at home and school.	To talk about and explore uses of technology beyond school. What have in the home.	To select an image to add to work.	To use different font sizes, colours and images to communicate meaning.
		To use a keyboard and change font, colour, size and add effects.	To save work on a computer.
To use technology for a specific purpose Ipad for a game, camera for photos etc, walkie talkies.	To use programmable toys, equipment such as cameras and laptops and Ipads, walkie talkies.	To begin to use e-mail for communicating with other classes.	To know what language to use in an email. To navigate email folders.



Programming

Nursery	Reception	Year 1	Year 2
Key Vocabulary: On off	Forwards Backwards Turn left/ right Program Beebot	Algorithm Sequence Probot	Debug hardware
Interact with age appropriate software.	Be able to programme a bee bot or remote control car. To use a directional app e.g turtle or beebot.	To know what algorithms are and how they are used.	To understand that programs are a sequence of instructions.
		Use algorithms to programme and control something.	Create and debug simple programs
To know about basic skills of turning on and off.		Control something using simple instructions.	Use a program to control a physical hardware
	To use some logic to predict what will happen next in a program.	Predict the behaviour of simple programs. E.g scratch or using remote control cars etc.	Use logical reasoning to predict the behaviour of simple programs

Purposeful application



Nursery	Reception	Year 1	Year 2
Key Vocabulary: Ipad Whiteboard laptop	Technology Photos camera	Digital content	Devise Retrieve manipulate
Use technology for a purpose e.g to play a game	Begin to use technology to create simple programs.	Recognise how ICT is used beyond school	Use technology to create and share digital content. Create and implement simple programs on digital devices.
	Use cameras and I pads to take photos.		
		Use technology to create digital content	Use technology to retrieve, organise and manipulate digital content.

E-safety – cross over with PSHE (please see PSHE and Wellbeing progression map)

Nursery	Reception	Year 1	Year 2
Key Vocabulary: safety	Online App Safe adult	Concern Inappropriate Age appropriate	Personal information Private Password Settings
To know that they have to be careful using games or apps on a tablet and to make sure they do it with an adult.	To know who to talk to if they are worried or saw something online or on a tablet for example.	Know what to do if they see something inappropriate online and to know the sorts of things that could be inappropriate.	Know what personal information is and why they need to keep it private, Use technology safely and respectfully.



	<p>To use technology carefully and respectfully – follow school's iPad rules.</p> <p>Begin to know that they need to talk to adults when worried about something they see or hear online.</p>	<p>Begin to understand and follow e-safety and acceptable use policy.</p> <p>Know where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>	<p>Know where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p>																				
Pink	White	White	White	White	Yellow	Pink	White	White	White	White	Yellow	Pink	White	White	Orange	White	Yellow	Pink	White	White	Orange	White	Yellow