



Wootton Bassett Infants' School

Progression of skills in Computing

	EYFS	Year 1	Year 2	Resources
Computer Science	<ul style="list-style-type: none"> Fantastic Tales - story retelling through animation Junior Explorers - instructing Bee-Bots. A is for Algorithm - breaking down stories into sequences 	<ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs. 	<ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration. 	<p>Beebots, floor mice, mats</p> <p>Purple Mash (Y1 and Y2)</p> <p>Remote control cars</p> <p>Chromebooks</p> <p>Desktop computers</p> <ul style="list-style-type: none"> J2e (online) Purple Mash 2Simple
Information Technology	<ul style="list-style-type: none"> Let's Celebrate - learning about email and emailing Santa. Art Attack - using different software to produce digital art 	<ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 	<ul style="list-style-type: none"> Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. 	<p>Purple Mash (Y1 and Y2)</p> <p>Chromebooks</p> <p>Desktop computers</p> <ul style="list-style-type: none"> Purple Mash 2Simple Nessy Doodle Maths Book Creator Education City Professor Assessor Online educational websites <p>iPad</p> <p>Walkie talkies</p> <p>LCD writing tablets</p> <p>Talking tins/recording devices</p> <p>Action Cam (Go Pro)</p> <p>CD player</p>
Digital Literacy	<ul style="list-style-type: none"> Little Computers - what is a computer 	<ul style="list-style-type: none"> Recognise common uses of information technology beyond school. 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. 	<ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact. 	