



**Christ Church Primary School**  
**Skills Progression**

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Computing Systems and Networks</b>	<ul style="list-style-type: none"> <li>To choose a piece of technology to do a job</li> <li>To recognise that some technology can be used in different ways</li> <li>To identify the main parts of a computer</li> <li>To use a mouse in different ways</li> <li>To use a keyboard to type</li> <li>To use the keyboard to edit text</li> <li>To show how to use technology safely</li> </ul>	<ul style="list-style-type: none"> <li>To describe some uses of computers</li> <li>To identify information technology in school</li> <li>To identify information technology beyond school</li> <li>To show how to use information technology safely</li> </ul>	<ul style="list-style-type: none"> <li>To identify input and output devices</li> <li>To explain that a computer system accepts and input and processes it to produce an output</li> <li>To explain how a computer network can be used to share information</li> <li>To explain the role of a switch, server and wireless access point in a network</li> <li>To identify network devices around me.</li> <li>To explain how networks can be connected to other networks</li> </ul>	<ul style="list-style-type: none"> <li>Focus on concepts – see learning graph.</li> </ul>	<ul style="list-style-type: none"> <li>To describe the input and output of a search engine</li> <li>To demonstrate that different search terms produce different results</li> <li>To evaluate the results of search terms</li> </ul>	
<b>Programming</b>	<ul style="list-style-type: none"> <li>To enact a given word</li> <li>To predict the outcome of a command on a device</li> <li>To list which commands can be used on a given device</li> <li>To run a command on a floor robot</li> </ul>	<ul style="list-style-type: none"> <li>To choose a series of words that can be enacted as a sequence</li> <li>To explain what happens when we change the order of instructions</li> <li>To choose a series of commands that can be run as a program</li> </ul>	<ul style="list-style-type: none"> <li>To build a sequence of commands</li> <li>To combine commands in a program</li> <li>To order commands in a program</li> <li>To create a sequence of commands to produce a given outcome</li> </ul>	<ul style="list-style-type: none"> <li>To list an everyday task as a set of instructions including repetition</li> <li>To use an indefinite loop to produce a given outcome</li> <li>To use a count-controlled loop to produce a given outcome</li> </ul>	<ul style="list-style-type: none"> <li>To choose a condition to use in a program</li> <li>To create a condition-controlled loop</li> <li>To use a condition in an 'if... then...' statement to start an action</li> <li>To use selection to switch program flow</li> </ul>	<ul style="list-style-type: none"> <li>To identify a variable in an existing program</li> <li>To experiment with the value of an existing variable</li> <li>To choose a name that identifies the role of a variable to make it easier for humans to understand it</li> </ul>



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	<ul style="list-style-type: none"> <li>To choose a command for a given purpose</li> <li>To choose a series of words that can be enacted as a program</li> <li>To choose a series of commands that can be run as a program</li> <li>To build a sequence of commands in steps</li> <li>To combine commands in a program</li> <li>To run a program on a device</li> </ul>	<ul style="list-style-type: none"> <li>To trace a sequence to make a prediction</li> <li>To test a prediction by running the sequence</li> <li>To create and debug a program that I have written</li> <li>To run a program on a device</li> </ul>		<ul style="list-style-type: none"> <li>To plan a program that includes appropriate loops to produce a given outcome</li> <li>To recognise tools that enable more than one process to be run at the same time (concurrency)</li> <li>To create two or more sequences that run at the same time</li> </ul>	<ul style="list-style-type: none"> <li>To use 'if... then... else...' to switch program flow in one of two ways</li> </ul>	<ul style="list-style-type: none"> <li>To decide where in a program to set a variable</li> <li>To update a variable with a user input</li> <li>To use an event in a program to update a variable</li> <li>To use a variable in a conditional statement to control the flow of a program</li> <li>To use the same variable in more than one location in a program</li> </ul>
<b>Data and Information</b>	<ul style="list-style-type: none"> <li>To identify some attributes of an object</li> <li>To collect simple data</li> <li>To show that collected data can be counted</li> <li>To describe the properties of an object</li> <li>To choose an attribute to group objects by</li> <li>To group objects to answer questions</li> <li>To explain that objects can be grouped by similarities (attribute)</li> </ul>		<ul style="list-style-type: none"> <li>To create questions with yes/no answers</li> <li>To choose questions that will divide objects into evenly sized subgroups</li> <li>To repeatedly create subgroups of objects</li> <li>To identify an object using a branching database</li> <li>To retrieve information from different levels of the branching database</li> </ul>			<ul style="list-style-type: none"> <li>To calculate data using a formula for each operation</li> <li>To use functions to create new data</li> <li>To use existing cells within a formula</li> <li>To choose suitable ways to present spreadsheet data</li> </ul>



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	<ul style="list-style-type: none"> <li>To describe a group of objects (based on commonality)</li> </ul>					
<b>Creating Media</b>		<ul style="list-style-type: none"> <li>To capture a digital image</li> <li>To take photographs in both landscape and portrait format</li> <li>To view photographs on a digital device</li> <li>To decide which photographs to keep</li> <li>To hold the camera still to take a clear photograph</li> <li>To use zoom to change the composition of a photograph</li> <li>To consider lighting before taking a photograph</li> <li>To use filters to edit the appearance of a photograph</li> <li>To improve a photograph by retaking it</li> </ul>		<ul style="list-style-type: none"> <li>To record sound using a computer</li> <li>To play recorded audio</li> <li>To import audio into a project</li> <li>To delete a section of audio</li> <li>To change the volume of tracks in a project</li> </ul>		<ul style="list-style-type: none"> <li>To position 3D shapes relative to one another</li> <li>To use digital tools to modify 3D objects</li> <li>To combine objects to create a 3D digital artefact</li> <li>To use digital tools to accurately size 3D objects</li> <li>To construct a 3D model which reflects a real world object</li> </ul>