Computing Progression of Skills – Woodford Valley Primary Academy

Year group	Coding	Esafety	Communication
Reception	to make a beebot move from A to B.	to be able to click on 'hector' the esafety dolphin and tell an adult if they encounter something which makes them feel uncomfortable.	to use a computer program to draw a picture and write a label.
Year 1	to input a simple code and to start to represent a simple code for a beebot to follow a path.	to know who to tell and be able to ask for help if something unexpected happens.	to use google maps to explore our local area.
Year 2	to debug a code to achieve the intended result.	to understand what to share and what not to share online.	to begin to store, manipulate and present data on the computer.
Year 3	to start using coding in scratch	to be able to reflect critically on information they find online and develop an understanding of authenticity.	to use ICT to research a topic theme.
Year 4	to use 'if' and 'when' statements in a code.	to deepen their understanding of what to look out for before opening things and to know what to do if they are sent something suspicious.	to use the internet to research and Microsoft word to create a propaganda poster.
Year 5	to code a variable in scratch.	to deepen their understanding of what information is safe to share online and what information they need permission to share online.	to make an advert using green screen.

Year 6	to use code to create a game in scratch.	to understand and be able to explain their digital footprint and the need to be responsible online.	to combine hyperlinks, pictures and text in Microsoft Powerpoint to present a topic linked theme.