

Sandfield Primary School – Computing skills and progression document 2023 24

Subject Intent: Children are digital natives and technology is their go-to resource. We want our Sandfield children to be computational thinkers and problem-solvers with technology. We will provide children with key skills they can apply in every aspect of their lives. We want children to have a clear understanding of the pros and cons of the internet and how to stay safe whilst using electrical devices and the internet.

Computer Science	Information Technology	Digital Literacy
Computational Thinking	Word Processing / Typing	Self Image & Identity
Coding / Programming	Data Handling	Online Relationships
Computer Networks	Presentations, Web Design & eBook Creation	Online Reputation
	Animation	Online Bullying
	Video Creation	Managing Online Information
	Photography & Digital Art	Health, Wellbeing and Lifestyle
	Augmented Reality & Virtual Reality	Privacy & Security
	Sound	Copyright & Ownership

EYFS Y1 Y2 Y3 Y4 Y5	Y6
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NC objecti ves	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. Children will know	Co2/1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Co2/1.2 create and debug simple programs Co2/1.3 use logical reasoning to predict the behaviour of simple programs Children will know Children will know	 Co2/1.1 design, write and debug programs that accomplish specific goals, including controlling or stimulating physical systems; solve problems by decomposing them into smaller parts. Co2/1.2 use sequence, selection and repetition in programs; work with variables and various forms of input and output Co2/1.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs Co2/1.4 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 Children will know Children will know Children will know 			
Science 1 Comp Think	 How to follow simple oral algorithms Spot simple patterns Sequence simple familiar tasks 	 What algorithms are How to write simple algorithms That the sequence of algorithms is important How to debug simple algorithms That algorithms are implemented as programs on digital devices How to write algorithm for everyday tasks How to use logical reasoning to predict the outcome of algorithms That decomposition is breaking objects/processes down How to implement simple algorithms on digital devices How to debug algorithms 	 How to create algorithms for use when programming How to decompose tasks (Such as animations) into separate steps to create an algorithm That abstraction is focusing on important information How to identify patterns in algorithms How to use repetition in algorithms How to use logical reasoning to detect and correct errors in programs How to evaluate their work and identify errors How to recognise, by decomposing them into smaller parts How to use selection in algorithms How to use selection in algorithms How to use logical reasoning to detect and correct errors in programs How to evaluate their work and identify evaluate their work and suggest improvements 			
Apps and DARES project s	NA	Bee bots Daisy the Dino				

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
NC objecti ves Comp Science 2 Coding & Progra mming	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes. Children will know How to use a mouse, touch screen or appropriate access device to target and select options on screen How to input a simple sequence of commands to control a digital device with support	how they are im on digital device execute by follow unambiguous ins Co2/1.2 create a programs Co2/1.3 use logic	structions.	 physical systems; solve pr Co2/1.2 use sequence, sel and output Co2/1.3 use logical reasor algorithms and programs Co2/1.4 understand comp 	oblems by decomposing the lection and repetition in pro- ning to explain how some sing the networks including the	mplish specific goals, including of the minto smaller parts. ograms; work with variables and mple algorithms work and to desert internet; how they can providing for for communication and collist internet; how they can providing for for communication and collist into smaller parts. Output Description in programs How to use selection in programs How to use conditions in repetition commands How to work with variables How to create programs that control or simulate physical systems How to evaluate their work and identify errors	d various forms of input etect and correct errors in e multiple services, such
Apps & DARES	Bee Bots Daisy the dinosaur	Bee bots Kodable Daisy the dinosaur S	Tynker Scratch Jnr Robot helper	Bee bot Scratch Jnr Kodable Tynker Scratch 3 Hopscotch Swift Playgrounds Microbit LED animations Microbits & Makecode Microbit get off my stuff Microbits & Makecode Bee bot Scratch Jnr Kodable Tynker Scratch 3 Hopscotch Swift Playgrounds Sphero Coding with Tinkercad & Coding patterns with Tinkercad			
proj				,		Coding challenges (sphero) 8 (sphero)	& Coding mazeworld

NC obj	EYFS	• Y1	Y2	 Y3 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 Use search technologies effectively, appreciate how results are selected and ranked, and can be discerning in evaluating digital content 			
Comp Science 3 Compu ter Networ ks (KS2 only)	•	•		Children will know That computers in a school are connected together in a network Why computers are networked The difference between the internet and the World Wide Web (www.)	Children will know How to that servers on te internet are located across the planet How email is sent across the internet How the internet enables us to collaborate	Children will know How we view web pages on the internet How to use search technologies effectively That web spiders index the web for search engines How pages are ranked in a search engine	Children will know What HTML is and recognise HTML tags A range of HTML tags and can remix a web page How to create a webpage using HTML
Apps & DARES proj				Network explorer Adobe Spark Video		Search Engines Adobe Spark	

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	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes		purposefully to create, late and retrieve digital	Co2/1.6 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 & information.			
Information Technolog y Datahandl	Children will know: how to identify a chart How to sort physical objects, take a picture and discuss what they have done How to present simple data on a digital device	Children will know: how to sort images or text into two or more categories on a digital device How to collect data on a topic How to create a tally chart and pictogram How to record myself explaining what I have done and what it shows	Children will know: How to sort digital objects into a range of charts such as Venn diagrams, Carroll diagrams and bar charts using different apps and software. How to orally record myself explaining what the data shows me How to create a branching database using questions	Children will know: how to create their own sorting diagram and complete a data handling activity with it using images and text How to start to input simple data into a spreadsheet How to create a feelings chart exploring a story or character's feelings	Children will know: How to create their own online multiple choice questionnaire How to input data into a spreadsheet and export the data in a variety of ways – charts, bar charts, pie charts How data is collected	Children will know: How to create and publish their own online questionnaire and analyse the results How to use simple formulae to solve calculations including =sum and other statistical functions How to edit and format difference cells in a spreadsheet	Children will know: How to write spreadsheet formula to solve more challenging maths problems How to create and publish their own online quiz with a range of media (images & video)
Apps & DARE S proj	Seesaw	me Plickers Google Shee Numbers	ts Google Forms Excel	Google sheets Google forms Kahoot Mentimeter Online questionnaire Googl	s Excel Numbers e forms	Google sheets Google form Kahoot Mentimeter Google sheets	ms Excel Numbers

	EYFS	Y1	Y2	Y3	Y 4	Y5	Y6
	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes		purposefully to create, ulate and retrieve digital		programs, systems and cont	cluding internet services) on a ent that accomplish given goal	•
Info Tech Word Proc & Typ	Children will know: How to play on a touch screen game and use computers/ke yboards/mous e in role play How to type letters with increasing confidence using a keyboard and tablet How to dictate short, clear sentences into a digital device	Children will know: How to confidently type words quickly and correctly on a digital device How to use the space bar to make space and 'delete' key to delete letters/words How to make a line using enter/return How to dictate into a digital device more accurately and with punctuation	Children will know: How to use the space bar only once between words and use touch to navigate to words & letters to edit How to copy and paste images and text How to use caps lock for capital letters How to add images alongside text in a word processed document How to dictate longer passages into a digital device with accurate punctuation	Children will know: How to use index fingers on keyboard home keys (f/j), use left fingers for a/s/d/f/g and use right fingers for h/j/k/l How to edit the style and effect of my text and images to make my document more engaging and eyecatching (eg borders and shadows) How to use cut, copy & paste to quickly duplicate and organise text	Children will know: How to combine digital images from different sources, objects and text to make a final piece of a variety of tasks How to confidently & regularly use text shortcuts such as cut, copy & paste & delete to organise text How to use font sizes appropriately for audience and purpose How to use spell check & thesaurus including through siri & other Al technology	Children will know: How to start to apply other useful effects to their documents such as hyperlinks How to import sounds to accompany and enhance the text in their document How to organise and reorganise text on screen to suit a purpose	Children will know: How to choose the best application to demonstrate their learning How to format text to suit a purpose How to publish their documents online regularly and discuss the audience and purpose of their content
Apps & DARE S proj	Seesaw word pag popplet keynote	ges google docs pic co	ollage book creator	Seesaw word pages go book creator popplet	ogle docs keynote	Seesaw word pages go book creator popplet	oogle docs keynote

EYFS Y1 Y2 Y3 Y4 Y5 Y6

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	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes		/ purposefully to create, ulate and retrieve digital		programs, systems and cont	cluding internet services) on a rent that accomplish given goals	
Info Tech Pres, web des & eBoo k Creat	How to record their voice over a picture How to create a simple digital collage How to move & resize images with their fingers or mouse	Children will know: How to add labels to an image How to order images to create a simple storyboard How to create a simple spider diagram How to sequence a series of pictures to explain their understanding of a topic	Children will know: How to add voice labels to an image How to add a voice recording to a storyboard How to add speech bubbles to an image to show what a character thinks How to import images to a project from the web and camera roll	Children will know: How to create an interactive comic with sounds, formatted text and video How to annotate an image with videos How to create a simple web page How to create a simple timeline/mindmap	Children will know: How to create an interactive quiz eBook introducing hyperlinks How to create an eBook with text, images and sound How to create a presentation demonstrating my understanding with a range of media How to create a digital timeline/mindmap and include different media – sound & video	Children will know: How to collaborate with peers using online tools – eg blogs, Google Drive, Office 365 How to create and export an interactive presentation including a variety of media, animations, transitions and other effects How to create an interactive guide to an image by embedding digital content and publishing it online How to create a webpage and ember video	Children will know: How to create a web site which includes a variety of media How to design an app prototype that links multimedia pages together with hyperlinks How to choose applications to communicate to a specific audience How to evaluate my own content and consider ways to improve it
Apps & DARE S proj	Seesaw Balloon Stickies+ Thinglink pic collage book creator Storyboard Pic collage Seesaw		Seesaw Balloon Stickies+ creator Keynote Adobe S Powerpoint Digital posters Adobe Expr	Spark Page Thinglink	Seesaw Balloon Stickies+	Google sites Bok Spark Page Thinglink	
	Children recognise that a range of						

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	technology is used in places such as homes and schools. They select and use technology for particular purposes	organise, store, manipu content	r purposefully to create, late and retrieve digital	design and create a range of analysing, evaluating and pre	programs, systems and cont senting data & information.		s, including collecting,
Info Tech Vide o Creat ion	Children will know: The difference between a photo and a video How to record a short film using the camera How to record and play a film How to watch films back	Children will know: How to record a film using the camera app How to select images and record a voiceover How to highlight and zoom into images as I record	Children will know: How to write and record a script using a teleprompter tool How to use tools to add effects to a video how to begin to use green screen techniques with support	How to sequence clips of mixed media in a timeline and record a voiceover How to trim and cut film clips and add titles and transitions How to independently create a green screen clip How to create my own movie trailer	Children will know: How to add music and sound effects to their films How to add animated titles and transitions How to add simple subtitles to a video clip How to confidently use green screen to add animated backgrounds	Children will know: How to use cutaway and split screen tools in iMovie How to evaluate and improve the best video tools to best explain their understanding How to further improve green screen clips using crop and resize & explore more creative ways to use the tool – wearing green clothes and the masking tool	Children will know: How to use the green screen masking tool with more than one character How to use picture in motion tools in iMovie How to add animated subtitles to their film to further enhance their creation How to create videos using a range of media – green screen, animations, film and image
Apps & DARE S proj	iPad Camera App D Adobe Spark Video Masking Storytime		vie Shadow Puppets Edu Novie		Shadow Puppets Edu ama Apple Clips	Doink Greenscreen iMovie Adobe Spark Video Videor Explain everything News Report Doink Green	ama Apple Clips

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	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes	Co2/1.4 use technology organise, store, manipu content	purposefully to create, late and retrieve digital		programs, systems and cont	cluding internet services) on a ent that accomplish given goal	
Info Tech Anim ation	Children will know: How to animate a simple image to speak in role How to create a simple animation to tell a story including more than one character	Children will know: How to add filters and stickers to enhance an animation of a character How to create an animation to tell a story with more than one scene How to add their own pictures to their story animation	Children will know: How to create multiple animations of an image and edit these together How to create a simple stop motion animation how to explain the process of an animation/flip book and its' workings	Children will know: How to create animations of faces tospeak in role with more life-like realistic outcomes How to improve stop animation clips with techniques like onion skinning How to use animation tools in presenting software to create simple animations	Children will know: How to take multiple animations of a character I have created and edit them together for a longer video How to use software to create a 3D animated story How to use line draw tool to create animations	Children will know: How to record animations of different characters and edit them together to create an interview How to add green screen effects to a stop motion animation How to create a flip book animation using digital drawings and export as a Gif or video	How to mix animations and video recordings of themselves to create video interviews How to plan, script and create a 3D animation to explain a concept or tell a story How to choose and create different types of animations to best explain their learning
Apps & DARE S proj			Puppetmaster Toontastic Puppetmaste		Puppet Pals Chatterpix Kic I Can Animate Seesaw if Puppetmaster Toontastic 3D Animation Plotagon	s Animate Anything	

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	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes	organise, store, manipu content	purposefully to create, plate and retrieve digital	design and create a range of analysing, evaluating and pre	programs, systems and conto	cluding internet services) on a i	s, including collecting,
Info Tech Phot ogra phy & Digit al Art	 Children will know: How to take a photograph How to take a photograph and use it in an app How to use a painting app and explore the paint and brush tools 	Children will know: How to edit a photo with simple tools How to use a paint/drawing app to create a digital image how to begin to cut out an image to layer on another image	Children will know: How to edit a photo (crop, filters, mark up etc) How to select and use tools to create digital imagery – controlling the pen and using the fill tool How to cut images with accuracy to layer on other images	 Children will know: How to confidently take and manipulate photos How to create a digital image using a range of tools, pens, brushes and effects. How to create transparent images with Instant Alpha 	Children will know: How to enhance digital images and photographs using crop, brightness, contrast and resize To manipulate shapes to create digital art How to draw a series of images and export as an animated GIF	Children will know: How to make a digital photo using camera settings How to enhance digital photos and images using crop, brightness and resize tools How to link and explain how to photoshop images ad how this is used in the media	Children will know: How to edit a picture to remove items, add backgrounds, merge 2 photos How to evaluate and discuss images explaining effects ad filters that have been used to enhance the media How to use a 3D drawing app to create a realistic representation of world objects
Apps & DARE S proj	Pic Collage Notes	Mark up Photo Booth Collage Seesaw	Draw & Tell Keynote	Camera and Mark Up Note Pic Collage Sketches Pro Digital Self Portrait Keynor	·	Camera and Mark Up Note Pic Collage Sketches Pro	es Seesaw Keynote Paper

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	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes	Co2/1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content		Co2/1.6 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 & information.			
Info Tech Aug ment ed Reali ty & Virtu al Reali ty	Children will know: How to scan a QR code How to explore a 360 image How to talk about AR objects in my class	Children will know: How to explore an interactive 360 image How to scan a trigger image to begin a AR experience How to pretend to interact with AR objects	Children will know: How to draw a 360 image and explore it in VR How to bring objects into their surroundings using augmented reality How to create their own QR code	Children will know: How to create their own digital 360 image and explore it in VR How to create their own images and bring it into their surroundings through AR	Children will know: How to create their own 360 video How to use the camera to create a 360 image How to add multiple objects into their surroundings through AR to explain a concept	Children will know: How to create an interactive VR experience How to create an animated object and bring it into their surroundings through AR How to create an AR experience using objects they have created to explain a concept	Children will know: How to create and upload their own VR Google Expedition How to create an interactive poster using AR How to explain how AR ad VR works
Apps & DARE S proj	AR Makr Google Expeditions Figment AR LEO AR Camera Thinglink Keynote Storytelling with AR AR Makr		Pic Collage Sketches Pro Paper Google Tour Creator Merge Cube Figme		AR Makr Abobe Aero Th Google Tour Creator Goog Merge Cube Figment AR Interactive AR scene Reali		

	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes		purposefully to create, late and retrieve digital	Co2/1.6 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 & information.			
Info Tech	Children will know: How to record sounds with different resources How to find ways to change your voice (tube, tin can, shouting to create an echo) How to record sounds/voices in storytelling and explanations	Children will know: How to create a sequence of sounds (instruments, apps/software) How to explore short and long sounds How to record my voice and add different effects	Children will know: How to create a musical composition using software How to record their own sound effects How to record their voice over a composition to perform a song	Children will know: How to create and edit purposeful compositions using music software to create mood or a certain style How to experiment with live loops to create a song	Children will know: How to edit sound effects for a purpose How to create a simple four chord song following the correct rhythm How to record a radio broadcast or audiobook	Children will know: How to add voice over and edit sound clips (volume, pitch, fade, effect) to create a podcast How to create a remix of a popular song	Children will know: How to add voice over and edit sound clips (volume, pitch, fade, effect) to use in film or radio broadcast (podcast) How to compose a soundtrack that can be added to a film project
Apps & DARE S proj	Seesaw Voice Memos Keezy Garageband Achor Podcasting Keezy			Camera and Mark Up Notes Seesaw Keynote Pic Collage Sketches Pro Paper Movie Soundtrack iMovie Garageband		Seesaw Voice Memos Garageband Anchor Keezy Podcasting Garageband	