BBC and OPS Computing Skills Progression Y1-Y5

In order to support teachers with the planning and delivery of their lessons, we have produced this document to show-case how computing is taught in our schools. It shows how we intend to cover all the relevant computing knowledge and skills across our schools, thus developing the children's understanding of the various aspects of computing. Lessons will follow the scheme as stated in our intent document.

	Y1	Y2	Y3	Y4	Y5
Computer Science (CS)	Understand what algorithms are. Create simple programs.	Understand that algorithms are implemented as programs on digital devices. Understand that programs execute by following precise and unambiguous instructions. Debug simple programs. Use logical reasoning to predict the behaviour of simple programs.	Write programs that accomplish specific goals. Use sequence in programs. Work with various forms of input. Work with various forms of output.	Design programs that accomplish specific goals. Design and create programs. Debug programs that accomplish specific goals. Use repetition in programs. Control or simulate physical systems. Use logical reasoning to detect and correct errors in programs. Understand how computer networks can provide multiple services, such as the World Wide Web. Appreciate how search results are selected	Solve problems by decomposing them into smaller parts. Use selection in programs. Work with variables. Use logical reasoning to explain how some simple algorithms work. Use logical reasoning to detect and correct errors in algorithms. Understand computer networks, including the internet. Appreciate how search results are ranked.

Information Technology (IT)	Use technology purposefully to create digital content. Use technology purposefully to store digital content. Use technology purposefully to retrieve digital content.	Use technology purposefully to organise digital content. Use technology purposefully to manipulate digital content.	Use search technologies effectively. Use a variety of software to accomplish given goals. Collect information. Design and create content. Present information.	Select a variety of software to accomplish given goals. Select, use and combine internet services. Analyse information. Evaluate information. Collect data. Present data.	Combine a variety of software to accomplish given goals. Select, use and combine software on a range of digital devices. Analyse data. Evaluate data. Design and create systems.
Digital Literacy (DL)	Use technology safely. Keep personal information private. Recognise common uses of information technology beyond school.	Use technology respectfully. Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	Use technology responsibly. Identify a range of ways to report concerns about contact.	Understand the opportunities computer networks offer for communication. Identify a range of ways to report concerns about content. Recognise acceptable/unacceptable behaviour.	Understand the opportunities computer networks offer for collaboration. Be discerning in evaluating digital content.

Y6 will be assessed against the overall KS2 judgments for computing and will use their lessons to review and revisit areas and ensure any gaps have been filled from earlier years.