Computing Progression of Skills Assessment Grid

	Year 1	Year 2
Computers and Using Computers	recognise common uses of information technology in the home and school environment • use technology to purposely create digital content	recognise common uses of information technology beyond school • use technology to purposely create, organise, store, manipulate and retrieve digital content • use technology to purposely create digital content comparing the benefits of different programs
E-Safety	• understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies	use technology safely and keep personal information private
Coding	• predict the behaviour of simple programs • understand what algorithms are and how they are implemented on digital devices	• use logical reasoning to predict the behaviour of simple programs • create simple programs • create and debug simple programs • debug simple programs by using logical reasoning to predict the actions instructed by the code • understand that programs execute by following precise and unambiguous instruction
	Year 3	Year 4
Computers and Using Computers	• recognise familiar forms of input and output devices and how they are used • make efficient use of familiar forms of input and output devices • with support select and use a variety of software to accomplish goals	• use other input devices such as cameras or sensors • with support select and use a variety of software on a range of digital devices • with support select, use and combine a variety of software on a range of digital devices to accomplish given goals
E-Safety	• use technology safely and respectfully, keeping personal information private	• use technology responsibly and understand that communication online may be seen by others

	• use technology safely and recognise acceptable and unacceptable behaviour	• understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies
Coding	• design, write and debug programs that control or simulate virtual events • use logical reasoning to explain how some simple algorithms work	• decompose programs into smaller parts • use logical reasoning to detect and correct errors in algorithms and programs • select, use and combine a variety of software, systems and content that accomplish given goals
Networks	• understand that computer networks enabling the sharing of data and information • understand that the internet is a large network of computers and that information can be shared between computers	• understand what services are and how they provide services to a network
Net Searching	• use simple search technologies • use simple search technologies and recognise that some sources are more reliable than others	understand how results are selected and ranked by search engines
	Year 5	Year 6
Computers and Using Computers	independently select and use appropriate software for a task • independently select, use and combine a variety of software to design and create content for a given audience	independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information • design and create a range of programs, systems and content for a given audience • independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information

E-Safety	• understand the need to only select age appropriate content	use technology respectfully and responsibly • identify a range of ways to report concerns about content and contact in and out of school
Coding	design, input and test an increasingly complex set of instructions to a program or device • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems • design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated • design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user • use logical reasoning to explain how increasingly complex algorithms work to ensure a program's efficiency	include use of sequences, selection and repetition with the hardware used to explore real world systems • solve problems by decomposing them into smaller parts • create programs which use variables • use variables, sequence, selection and repetition programs • use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently
Networks	• begin to use internet services to share and transfer data to a third party	understand how computer networks enable computers to communicate and collaborate • begin to use internet searches within his/her own creations to share and transfer data to a third party
Net Searching	use filters in search technologies effectively • use filters in search technologies effectively and appreciate how results are selected and ranked	• use filters in search technologies effectively and is discerning when evaluating digital content