

Uplands Infant School: Computing Curriculum Skills Progression				
	Nursery	EYFS	Year 1	Year 2

To Connect: Online Safety
NC objective F – Digital Literacy

● **OS1 - Use technology safely and respectfully**

- The child plays carefully with their chosen toy and learns to share and take turns with others.

● **OS2 - Identify where to go for help and support**

- The child knows who to ask for help at school and home.

● **OS1 - Use technology safely and respectfully**

- The child listens to and follows safety rules for chosen digital technologies.

● **OS2 - Identify where to go for help and support**

- The child knows who a trusted adult is. They ask for help if they are worried at school and home.

● **OS1 - Use technology safely and respectfully**

- The child can understand that they need to keep safe when using digital technology.

● **OS2 - Keeping personal information private**

- The child can understand that information on the internet can be seen by others.

● **OS3 - Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.**

- The child can understand what to do if they see disturbing content online at home or at school. They know to tell their teacher or parent/ carers.

● **OS1 - Use technology safely and respectfully**

- The child can keep safe and show respect to others while using digital technologies by respecting others' rights, including privacy and personal details. They observe age restrictions on computer games.

● **OS2 - Keeping personal information private**

– The child can understand that they should not share personal information online.

● **OS3 - Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.**

- The child can understand what to do if they have concerns about content online. They know to tell a teacher, parent/ carer or other trusted adults about this.

To Code: Problem Solving
NC objective A – Computer Science

- PS1 - The child knows how to operate simple equipment.

- PS1 - The child can operate simple equipment.
- PS2 - The child shows skill in making toys work by pressing parts or lifting flaps to achieve effects such as sound, movements or new images.
- PS3 - The child can complete a simple program on the computer.
- PS4 - The child can give instructions how to build, operate or make something.

- **PS1 - Understand what algorithms are.**
 - The child can understand algorithms as sequences of instructions in everyday contexts.
 - The child can take real world problems and then plan a sequence of steps to solve these.
- **PS2 - Understand how algorithms are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.**
 - The child can program Bee Bot using sequences of instructions to implement an algorithm.

- **PS1 - Understand what algorithms are.**
 - The child can understand algorithms as sequences of instructions or sets of rules in everyday contexts.
 - The child can recognise that common sequences of instructions or sets of rules can be thought of as algorithms.
- **PS2 - Understand how algorithms are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.**
 - The child can program on screen using sequences of instructions to implement an algorithm.
 - The child can create programs as sequences of instructions when programming on screen.

To Code: Programming
NC objective B – Computer Science

- PR1- The child shows an interest with technological toys with knobs or pulleys, or real objects.

- PR1- The child knows how to use technological toys with knobs or pulleys, or real objects.

- **PR1 - Create and debug simple programs**

- The child can create a Bee Bot program using a sequence of instructions before running it.

- **PR1 - Create and debug simple programs**

- The child can create a simple program on screen, correcting any errors.

- The child can create a simple program on screen with a particular goal or purpose in mind.

To Code: Logical Thinking

NC objective C – Computer Science

- LT1 - The child knows the name of some technological devices e.g. computers, telephone.

- LT1 - The child knows that information can be retrieved from computers.

- LT2 - The child can predict what might happen in an event.

- **LT1 - Use logical reasoning to predict the behaviour of simple programs.**

- The child can give explanations for what they think a program will do (written by themselves or piece of software, including computer games).

- **LT1 - Use logical reasoning to predict the behaviour of simple programs.**

- The child can give logical explanations for what they think a program will do under given circumstances, including some attempt at explaining why it does what it does (written by themselves or piece of software).

To Collect: Creating Content

NC objective D – Information Technology

- CC1 - The child uses some technological devices correctly e.g. telephone.

- CC1 - The child can select and use technology for particular purposes.

- **CC1 - Use technology purposefully to organise, store and retrieve digital content.**

- The child can use a range of digital technologies to store and access digital content

- **CC2 - Use technology purposefully to create and manipulate digital content.**

- The child can create their own content using a range of technologies.

- **CC1 - Use technology purposefully to organise, store and retrieve digital content.**

- With a given purpose, the child can use a range of digital technologies to retrieve, organise and store digital content.

- **CC2 - Use technology purposefully to create and manipulate digital content.**

- The child can create and edit original content for a given purpose using digital technology.

<p>To Code: Logical Thinking NC objective C – Computer Science</p>	<ul style="list-style-type: none"> • UITBS1 - The child is beginning to recognise a range of technology in school e.g. computer, iPad. 	<ul style="list-style-type: none"> • UITBS1 - The child knows that information can be retrieved from computers. • UITBS2 - Children recognise that a range of technologies can be used in places such as homes and schools 	<ul style="list-style-type: none"> • UITBS1 - Recognise common uses of information technology beyond school. - The child can show an awareness of how IT is used for communication beyond school. 	<ul style="list-style-type: none"> • UITBS1 - Recognise common uses of Information Technology beyond school. - The child can name a number of purposes for which IT is used beyond school. - The child knows that work can be shared online, photos can be taken, edited and shared easily using digital technologies
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