

# Computing progression at St Mawes Primary

	Foundation Stage	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2			
<b>Computer Science</b>	<p><i>I can create simple programs within an app</i></p> <p><i>I can work with various forms of input</i></p>	<p><i>I can understand that programs run by following precise instructions</i></p> <p><i>I can predict the behaviour of simple programs</i></p> <p><i>I can understand and use algorithms</i></p>	<p><i>I can 'debug' simple programs</i></p> <p><i>I can work with various forms of output</i></p>	<p><i>I can work with variables</i></p> <p><i>I can create programs that accomplish specific goals</i></p>	<p><i>I can debug and improve programs that accomplish specific goals</i></p> <p><i>I can use repetition and selection in programs</i></p>	<p><i>I can control or simulate physical systems</i></p> <p><i>I can use a random function in my code for purposeful effect</i></p>	<p><i>I can use technical vocabulary confidently to describe how computers and networks function, including the world wide web and online storage.</i></p> <p><i>I can write code that performs calculations with variables</i></p>
<b>Information Technology</b>	<p><i>I can use apps to help me learn</i></p>	<p><i>I can use a variety of software to accomplish set goals</i></p> <p><i>I can use technology to create and store digital content</i></p>	<p><i>I can use the Internet effectively, including search technologies</i></p> <p><i>I can collect information and present it to a group or audience</i></p> <p><i>I can use technology to organise and manipulate digital content</i></p>	<p><i>I can create video as part of my learning</i></p> <p><i>I can plan and create animation</i></p> <p><i>I can combine a variety of software to accomplish given goals</i></p>	<p><i>I can edit video, bringing together different media elements for purposeful effect</i></p> <p><i>I can create music / sound using digital technology</i></p>	<p><i>I can appreciate how search results are selected and ranked</i></p> <p><i>I can collect and analyse data or information using technology</i></p>	<p><i>I can design my own app or website</i></p> <p><i>I can produce and test my own app or website</i></p>
<b>Digital Literacy</b>	<p><i>I can explain where to go for help when something on the Internet worries me</i></p> <p><i>I can type my name</i></p>	<p><i>I can use technology respectfully</i></p> <p><i>I can talk about uses of digital technology outside of school</i></p> <p><i>I can type and edit text for purpose with good accuracy</i></p>	<p><i>I understand what personal information is and that posting such information on the Internet could be dangerous</i></p> <p><i>I can type to achieve a specific goal, including accurate punctuation</i></p> <p><i>I understand the need for rules to help stay safe online</i></p>	<p><i>I can recognise acceptable/unacceptable online behaviour</i></p> <p><i>I can identify a range of ways to report concerns about contact and content</i></p>	<p><i>I can respond to e-safety scenarios with sensible advice</i></p> <p><i>I can be discerning in evaluating digital content</i></p> <p><i>I can edit and improve on-screen writing, including spell-check and thesaurus use</i></p>	<p><i>I understand the concept of cyber bullying and what to do if I think it is occurring</i></p> <p><i>I can explain the concept of a 'digital footprint' and the issues it might create</i></p>	<p><i>I can use computer networks for</i></p>

**Algorithms** are a set of instructions to achieve a desired goal e.g. how to make a sandwich successfully or baking a cake by using a precise method.

**Data** is Information.

**Debugging** is simply finding errors within a sequence of events or code and putting them right for a desired end, e.g. to make a computer-generated pen draw a square on the screen, the turns must be through right angles (90 degrees, not 45 or 60 etc.)

**Decomposing** is simply breaking a process or program down into smaller separate steps e.g. building a house is made up of different steps by laying the foundations, building the walls and putting on the roof etc.

**Sequencing** is putting a series of events in the correct order to ensure a desired outcome e.g. spreading butter on a slice of bread before adding the filling.

**Selection** this is an essential part of programming whereby a choice is made if something happens e.g. if it rains, then you put on a raincoat.

**Repetition** is the repeating of a set of instructions over and over again, such as a daily routine which is repeated every day during the course of a school week e.g. wake up, get dressed, have breakfast, go to school, learn and come home etc.

**Variables** these are 'containers' which are used to store information within a program e.g. the score box in a quiz.

**Binary** is the language computers use. It is a series of 1s and 0s and is also used in mathematics.

**Coding** is putting information and commands into a program, making it possible for u to create software, apps and websites.

**Compile** is when we program, we use human words in our codes and programs. However the computer doesn't understand human words, so we have to compile the program – using a compiler – which converts the human words into binary.

**Input** is Information that goes into the computer.