



St Nicholas CE Primary School
Key Stage 1 Skills Progression Map

Subject: Computing

Bold Text: *National Curriculum (statutory and non-statutory)*

To be Taught	Year 1	Year 2
COMPUTER SCIENCE		
Program	- Program a (short set of) instructions e.g. Bee-Bot, Purplemash 2Go or 2Logo, Scratch.	- Create a simple program in e.g. 2Code, Scratch.
Debug	- Identify and start to verbalise problems in a simple program (written by someone else) e.g. Purplemash 2Code, badly spelled simple program in Word and correct words with wobbly red lines underneath using a dictionary.	- Identify and describe bugs in a simple program, and start to suggest corrections.
Use logic	- Start to demonstrate logical reasoning e.g. by role-playing the movements of a Bee-Bot program.	- Verbalise what will happen in a simple program before activating
DIGITAL LITERACY		
Working with digital content		
Create, manipulate and present:	- Follow instructions to create content on simple editing programs e.g. Purplemash 2Paint or 2Create A Story. - Manipulate simple digital content e.g. make a song on 2Sequence.	- Go beyond teacher instructions to create content in simple editing programs. - With support, create simple presentations e.g. a poster through Publisher or Word. - Manipulate digital content e.g. highlight and delete text in Word make a glossary of computing terms to add too throughout the year, zoom in on a digital map.
Organise/store:	- Save files when the location is set for them.	- Follow instructions to save files to a specified location.
Retrieve:	- Do a simple search with support e.g. for a postcode or town on Google maps.	- Visit a known website and select some information (copying onto paper).
Analyse/evaluate:	- n/a	- Start to make selections e.g. from within sources of information.
Using IT safely		
	- Understand that there may be dangers online, and explain who they'll talk to if they're worried.	- Understand who they can report things to if they're worried about anything digital.
Communications technology:	- n/a	- With support, set up a video conference call e.g. Skype or Facetime.
Using IT respectfully		
	- Recognise that their actions may have negative consequences.	- Start to verbalise other people's needs and feelings.
PRACTICAL SKILLS		
Keyboard	- Find letters on a QWERTY keyboard e.g. type their name, practise their weekly spellings on Purplemash.	- Navigate a QWERTY keyboard e.g. type a simple sentence and use cursor keys, back-space, etc.



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Mouse:	- Manipulate a mouse without looking (i.e. eyes on the screen).	- Use the double-click function.
VOCABULARY		
For Programming	<ul style="list-style-type: none"> - robot - instruction - program - turtle - control - rule 	<ul style="list-style-type: none"> - coding - design - up - down - underneath - centre
For hardware, systems, etc	<ul style="list-style-type: none"> - network - internet - web 	<ul style="list-style-type: none"> - computer - app - Google
For controls	<ul style="list-style-type: none"> - keyboard - mouse - right-click - left-click 	<ul style="list-style-type: none"> - double-click - screen - touch-screen
For talk about IT	<ul style="list-style-type: none"> - research 	<ul style="list-style-type: none"> - search