Oxley Park Academy Computing Progression

[Key Concept	Nursery and Foundation	Milestone 1 (Years 1 and 2)	Milestone 2 (Years 3 and 4)	Milestone 3 (Years 5 and 6)
To code This concept involves developing an understanding of instructions, logic and sequences.	While Computing is not included in the Early Learning Goals, we choose to introduce children to simple computing concepts through teacher modelling and simple exploration, such as using BeeBots and using the TechZones in class.	I can use commands to move a sprite (Y1: Programming B) I can design parts of a project (Y1: Programming B) I can create sprites that match project design (Y1: Programming B) I can choose characters and backgrounds for a particular project (Y2 Programming Quizzes) To use the 'Start on tap' block and 'Go to page' block (Y2 Programming Quizzes) I can change a value to affect a block (Y1: Programming B) I can change the outcome of a sequence of demands on ScratchJr (Y2 Programming Quizzes)	I can choose when to use a count-controlled loop versus and infinite loop (Y4: Programming B) I can use repitition to change the costume of a sprite (Y4: Programming B) I can program a computer by typing commands (Y4: Programming A) I can create an algorithm to draw what I want my program to do (Y4: Programming A) I can use a count-controlled loop to produce a given outcome (Y4: Programming A)	I can identify and modify a condition in a program (Y5: Programming B) I can use selection in infinite loop to check a condition (Y5: Programming B) I can use the if... then... else... structure in algorithms and programs (Y5: Programming B) I can design the flow of a program that contains the if... then... else... (Y5: Programming B) I can design and create a program that uses selection (Y5: Programming B) I can identify that variable s can hold numbers or letters (Y6: Programming A)

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		Create an algorithm to respond to the clicked answer (Yes/No) to a question(Y2 Programming Quizzes)	I can decompose a task into small steps (Y4: Programming A) I can develop a design where 2 or more loops run at the same time (Y4: Programming B)	I can recognise that a value of a variable can be changed (Y6: Programming A) I can make use of an event in the program to set a variable (Y6: Communication and Collaboration) I can test a code that I have written and identify ways it can be improved (Y6: Communication and Collaboration)
Key Concept	**Early Learning Goals (Nursery and Foundation)**	**Milestone 1 (Years 1 and 2)**	**Milestone 2 (Years 3 and 4)**	**Milestone 3 (Years 5 and 6)**
To connect This concept involves developing an understanding of how to safely connect with others	While Computing is not included in the Early Learning Goals, we choose to introduce children to simple computing concepts through teacher modelling and simple exploration, such as using BeeBots and using the TechZones in class.	I can identify examples of technology and how they help us (Y1: Technology around us) Identify and use the main parts of a computer e.g. mouse, keyboard & screen (Y1: Technology around us) I can identify rules to keep us safe when using technology (Y1: Technology around us)	I can explain what makes a safe password (Y3: Connecting Computers) I can explain that digital devices accept inputs and produce outputs (Y3: Connecting Computers) I can explain how I use digital devices for some activities and non-digital devices for	I can identify and explain the main parts of a data packet (Y6: Communication and Collaboration) I can decide when I should and shouldn't share information online (Y6: Communication and Collaboration)

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		I can recognise which digital devices can take a photograph (Y2: Digital Photography) I can describe what makes a good photograph versus what makes a bad photograph (Y2: Digital Photography) I can use tools to change an image (Y2: Digital Photography) I can identify which photos are real and which have been changed (Y2: Digital Photography)	others (Y3: Connecting Computers) I can explain how a computer network can be used to share information (Y3: Connecting Computers)	I can explain how to report inappropriate content online (Y6: Communication and Collaboration)
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To communicate This concept involves using apps to communicate one's ideas.	While Computing is not included in the Early Learning Goals, we choose to introduce children to simple computing concepts through teacher modelling and simple exploration, such as using BeeBots and using the TechZones in class.	I can use a range of tools to create digital paintings (Y1: Creating Media) I can use a range of tools on digital devices to create artwork/ express artistic ideas (Y1: Creating Media)	I can improve an image by rotating and cropping it (Y4: Photo editing) I can experiment with different colour effects (Y4: Photo editing) I can use cloning to add to or remove parts	I can move resize and rotate objects I have made and duplicated (Y5: Vector Drawing) I can use tools (zoom tool and alignment grid and re-size handles) to achieve a desired affect (Y5: Vector Drawing)

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			of an image (Y4: Photo editing) I can combine images for a purpose (Y4: Photo editing) I can create an effective stop frame animation using a tablet (Y3: Stop Frame Animation) I can use onion skinning to make small changes between frames (Y3: Stop Frame Animation) I can add other media (including sound) to an animation (Y3: Stop Frame Animation)	I can change the order of layers to create an image (Y5: Vector Drawing) I can group and ungroup objects (Y5: Vector Drawing) I can complete a collaborative online project (Y6: Communication and Collaboration) I can plan and draw a layout for a webpage creation (Y6: Webpage creation) I can search, re-use and reference under 'creative commons' (Y6: Webpage creation) I can the importance of using copyright-free images (Y6: Webpage creation) I can use a preview to evaluate what my webpage looks like and suggest or make edits (Y6: Webpage creation)

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				I can use hyperlinks to link multiple (Y6: Webpage creation) I can explain the implication of linking to content owned by others (Y6: Webpage creation)
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To collect This concept involves developing an understanding of databases and their uses.	While Computing is not included in the Early Learning Goals, we choose to introduce children to simple computing concepts through teacher modelling and simple exploration, such as using BeeBots and using the TechZones in class.	I can record data in a tally chart (Y2:Pictograms) I can enter data onto a computer (Y2:Pictograms) I can use a tally chart to create a pictogram (Y2:Pictograms) I can use a pictogram to answer more than/ less than and most or least questions (Y2:Pictograms)	I can identify attributes needed to collect data about an object (Y3: Branching databases) I can create a branching database (Y3: Branching databases) I can create questions that will enable objects to be uniquely (Y3: Branching databases)	I can navigate a flat-file database to compare different views or information(Y5: Data and Information) I can choose which field to sort data by to answer a question (Y5: Data and Information) I can group information using a database (Y5: Data and Information) I can use AND & OR to refine data selection (Y5: Data and Information) I can use an appropriate chart to visually compare data

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				(Y5: Data and Information)