Primary Computing Progression Map

Developing digital skills to support understanding of a changing world

		Year 1	Year 2	Year 3
Building Blocks	**Algorithms and programming**	Create a series of instructions Plan a journey for a programmable toy	Use a range of instructions (e.g. direction, angles, turns). Use a range of instructions (e.g. direction, angles, turns). Test and amend a set of instructions. Find errors and amend (debug). Write a simple program and test it. Predict what the outcome of a simple program will be (logical reasoning). Understand that algorithms are used on digital devices. Understand that programs require precise instructions	Design a sequence of instructions, including directional instructions. Write programs that accomplish specific goals. Work with various forms of input. Work with various forms of output.
	Information technology	Create, store and retrieve digital content. Use a web site. Use a camera Record sound and playback	Organise digital content Retrieve and manipulate digital content Navigate the web to complete simple searches	Use a range of software for similar purposes Collect information. Design and create content. Present information. Search for information on the web in different ways Manipulate and improve digital images
	Digital literacy	Use technology safely. Keep personal information private	Use technology respectfully Know where to go for help if I am concerned Know how technology is used in school and outside of school	Use technology respectfully and responsibly Know different ways I can get help if I am concerned Understand what computer networks do and how they provide multiple services Discern where it is best to use technology and where it adds little or no value