



## Primary Computing Progression Map

**Developing digital skills to support understanding of a changing world**

		Year 4	Year 5	Year 6
<b>Building Blocks</b>	<b>Algorithms and programming</b>	<p>Experiment with variables to control models.</p> <p>Give an on-screen robot specific instructions that takes them from A to B</p> <p>Make an accurate prediction and explain why I believe something will happen (linked to programming).</p> <p>De-bug a program</p>	<p>Combine sequences of instructions and procedures to turn devices on and off</p> <p>Use technology to control an external device</p> <p>Design algorithms that use repetition and 2-way selection</p>	<p>Design a solution by breaking a problem up.</p> <p>Recognise that different solutions can exist for the same problem</p> <p>Use logical reasoning to detect errors in algorithms.</p> <p>Use selection in programs</p> <p>Work with variables.</p> <p>Explain how an algorithm works</p> <p>Explore 'what if' questions by planning different scenarios for controlled devices.</p>
	<b>Information technology</b>	<p>Select and use software to accomplish given goals.</p> <p>Collect and present data.</p> <p>Produce and upload a pod cast.</p>	<p>Analyse information</p> <p>Evaluate information</p> <p>Understand how search results are selected and ranked.</p> <p>Edit a film.</p>	<p>Select, use and combine software on a range of digital devices.</p> <p>Use a range of technology for a specific project.</p>
	<b>Digital literacy</b>	<p>Recognise acceptable and unacceptable behaviour using technology</p>	<p>Understand that you have to make choices when using technology and that not everything is true and/or safe.</p>	<p>Discuss the risks of online use of online technology</p> <p>Identify how to minimise risks.</p>