



## Juniper Hill School – Computing EYFS and Key Stage One Progression of Knowledge and Skills

Kindness		Enjoyment		Achievement	
DIGITAL LITERACY					
Computer Systems and Networks					
EYFS		Year One		Year Two	
Knowledge	Skills	Knowledge	Skills	Knowledge	Skills
<ul style="list-style-type: none"> <li>• Know that computers can help us</li> </ul>	<ul style="list-style-type: none"> <li>• Help adults operate equipment around the school. Become independent using and operating simple equipment.</li> </ul>	<ul style="list-style-type: none"> <li>• Become familiar with the term technology within school</li> <li>• Know the main parts of the computer</li> <li>• Know how to use a computer safely</li> </ul>	<ul style="list-style-type: none"> <li>• Explain technology as something that helps us</li> <li>• Identify a computer and its main parts</li> <li>• Use a mouse in a range of different ways</li> <li>• Use a keyboard to type</li> <li>• Save my work to a file</li> <li>• Use the keyboard to edit text</li> <li>• Create simple rules for using technology safely</li> </ul>	<ul style="list-style-type: none"> <li>• Become familiar with information technology at school and beyond</li> <li>• Know how technology can help people</li> <li>• Know how to use technology in a wider context safely</li> </ul>	<ul style="list-style-type: none"> <li>• Describe and identify examples of computers and that a computer is part of Information Technology.</li> <li>• Identify information technology in the home</li> <li>• Identify information technology beyond school</li> <li>• Explain how technology benefits us</li> <li>• Recognise and make choices when using information technology</li> <li>• Use a mouse in a variety of ways</li> <li>• Open a file</li> <li>• Move and resize images</li> </ul>



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<b>Information Technology</b>			
<b>Image Text Media Data Handling</b>			
<b>Year One</b>		<b>Year Two</b>	
<b>Knowledge</b>	<b>Skills</b>	<b>Knowledge</b>	<b>Skills</b>
<ul style="list-style-type: none"> <li>• Understand there are a range of tools used to create a digital painting</li> <li>• Know that this can be stored and manipulated</li>   <li>• Understand and use technology purposefully to create and manipulate text</li> </ul>	<ul style="list-style-type: none"> <li>• Make marks on a screen and talk about the tools I used</li> <li>• Use shape and line tools</li> <li>• Explain the choices made</li> <li>• Use create and store digital content</li>   <li>• Identify and find keys on a key board</li> <li>• Add and remove text, using basic typing skills (use letters, numbers, and space bar)</li> <li>• Save work to a given location</li> </ul>	<ul style="list-style-type: none"> <li>• Know there are devices to capture photographs</li> <li>• Know that technology can be used purposefully to create, organise, store, and manipulate digital content</li> <li>• Know that some images are fake</li>   <li>• Understand and use technology purposefully to create, organise, store, retrieve, and manipulate text</li>   <li>• Understand and use technology purposefully to create, organise, store, manipulate, and retrieve digital content</li> </ul>	<ul style="list-style-type: none"> <li>• Explain how to capture a digital image</li> <li>• Explain portrait and landscape orientation</li> <li>• Use tools to manipulate an image</li> <li>• Explain how an image is fake.</li>   <li>• Identify and find keys on a key board with increasing speed and confidence</li> <li>• Change font, style (bold italic), and size</li> <li>• Save, print, and retrieve work.</li> <li>• Upload an image with support.</li>   <li>• To create and edit digital music for a purpose</li> <li>• Explain and justify why tools were chosen and used</li> </ul>



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<b>Year One</b>		<b>Year Two</b>	
<b>Knowledge</b>	<b>Skills</b>	<b>Knowledge</b>	<b>Skills</b>
<ul style="list-style-type: none"><li>• Understand and use technology purposefully to create, organise, store, manipulate, and retrieve digital content</li><li>• Know that work belongs to someone</li></ul>	<ul style="list-style-type: none"><li>• Can label objects</li><li>• Identify that objects can be counted</li><li>• Count objects with the same properties</li><li>• Compare groups of objects</li><li>• Describe, group, and record objects</li></ul>	<ul style="list-style-type: none"><li>• Understand and use technology purposefully to create, organise, store, manipulate, and retrieve digital content</li><li>• Know that work belongs to someone</li></ul>	<ul style="list-style-type: none"><li>• Recognise that objects can be compared and counted using a tally chart</li><li>• Select objects by attribute, and make comparisons</li><li>• Recognise that objects can be represented by pictures</li><li>• Present data by creating a pictogram</li><li>• Draw conclusions and explain the data that is presented using a computer</li></ul>



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Computer Science					
Programming					
EYFS		Year One		Year Two	
Knowledge	Skills	Knowledge	Skills	Knowledge	Skills
<ul style="list-style-type: none"> <li>Know that objects can be controlled</li> </ul>	<ul style="list-style-type: none"> <li>Understand that instructions will lead to an outcome</li> <li>Know directional words: forwards; backwards; left; right</li> <li>Use a floor robot (Beebot)</li> <li>Talk about the movement</li> <li>Try different approaches</li> </ul>	<ul style="list-style-type: none"> <li>Know what an algorithm is, and how they are implemented as programmes on digital devices</li> <li>Know programs execute by following precise instructions</li> <li>Know that programs can be created and altered</li> </ul>	<ul style="list-style-type: none"> <li>Begin to understand that an algorithm is a set of instructions</li> <li>Consider precise commands for a specific purpose</li> <li>Combine forwards and backwards commands to make a sequence</li> <li>Choose a command for a given purpose</li> <li>Predict an outcome for a sequence of instructions and know that variables can change an outcome</li> <li>Alter and debug the sequence as necessary</li> <li>Find more than one solution</li> <li>Understand that we control computers by giving them instructions</li> </ul>	<ul style="list-style-type: none"> <li>Know what an algorithm is, and how they are implemented as programmes on digital devices</li> <li>Know programs execute by following precise and unambiguous instructions</li> <li>Know that order of commands will affect an outcome</li> <li>Know that programs can be created and debugged</li> </ul>	<ul style="list-style-type: none"> <li>Describe a series of instructions as a sequence</li> <li>Explain a set of instructions that are unambiguous so they can be followed by a third party</li> <li>Combine forwards and backwards commands to make a longer and more complex sequence</li> <li>Use logical reasoning to predict an outcome</li> <li>Design and create a simple programme with an identified outcome</li> <li>I can use the word debug to correct mistakes in an algorithm and explain my choices</li> </ul>