



Subject progression: Computing – Key stage 1

	Reception	Year 1	Year 2	End of Key Stage Expectation
Computing		<p>Autumn-Create self-portrait using paint program or similar Take photos of self, others and local area. Experiment with effects and filters on photos.</p> <p>Spring-Use websites to research different castles Create leaflet about Portchester castle importing and editing. Evaluate product</p> <p>Summer-Use programmable toys to navigate a map Create own program linked to Our Planet</p>	<p>Autumn Create own space factsheet using search engines and websites for research. Copy, save, paste from internet.</p> <p>Spring- To know how to use a programme to create a document. To know how to input data and produce a chart</p> <p>Summer - programming and debugging</p>	<p>How algorithms are implemented as programs on digital devices and that programs execute by following precise and unambiguous</p> <p>Create and debug simple programs</p> <p>Use logical reasoning to predict the behaviour of simple programs</p> <p>Recognise common uses of information technology beyond school</p>
Programming	<p>I can use a variety of electronic toys in play (beebots, dance mats, remote control toys)</p> <p>Explore toys that simulate control devices e.g. traffic lights, scanner, microwave, cash tills</p> <p>Be aware of everyday devices that sense data e.g. bar codes, sounds recorders, automatic doors</p>	<p>I can move a programmable toy in different directions, by giving and following instructions</p> <p>I can combine commands to follow a route</p> <p>I can explore outcome when a instruction are given in different orders</p>	<p>I can plan out and enter a sequence of commands to carry out a specific task</p> <p>I can reorder a sequence of instructions and correct errors in programs (debug)</p> <p>I can explain what a program is</p>	
	<p>Play with adventure program or simulation and begin to compare reality with the virtual world.</p>	<p>I can explain what an algorithm is</p> <p>I can describe and write algorithms to complete simple tasks</p>	<p>I can predict the outcome of a program</p>	

