



St. Paul and St. Timothy's Catholic Infant School

Progression Ladder for Computing

	RECEPTION
Computer Science	<ul style="list-style-type: none"> • Works with simple remote toys – cause and effect. • Uses ICT hardware to interact with age appropriate computer software.
Information Technology	<ul style="list-style-type: none"> • Acquire basic skills in turning on and operating some ICT equipment. • Operates mechanical toys, e.g. turns the knob on a wind-up toy or pulls back on a friction car. • Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.
Digital Literacy	<ul style="list-style-type: none"> • Understands the dangers of speaking with strangers online.

	YEAR 1
Computer Science	<ul style="list-style-type: none"> • Understand that a programmable toy can be controlled by inputting a sequence of instructions. • Develop and record sequences of instructions as an algorithm. • Program the toy to follow their algorithm. • Debug their programs. • Predict how their programs will work. • Break down a process into simple, clear steps, as in an algorithm.
Information Technology	<ul style="list-style-type: none"> • Select and use appropriate painting tools to create and change images on the computer. • Understand how this use of ICT differs from using paint and paper. • Create an illustration for a particular purpose. • Know how to save, retrieve and change their work. • Use sound recording equipment to record sounds.
Digital Literacy	<ul style="list-style-type: none"> • Use the web safely to find ideas for an illustration. • Find and use pictures on the web. • Know what to do if they encounter pictures that cause concern.

	YEAR 2
Computer Science	<ul style="list-style-type: none"> • Have a clear understanding of algorithms as sequences of instructions. • Convert simple algorithms to programs. • Predict what a simple program will do. • Spot and fix (debug) errors in their programs. • Use logical reasoning to make predictions of what a program will do.
Information Technology	<ul style="list-style-type: none"> • Organise data and view it in different formats. • Use data to answer simple questions.
Digital Literacy	<ul style="list-style-type: none"> • Be aware of e-safety issues when using email. • Understand that some information should not be shared with strangers.

*Reception information is taken from the Early Learning Goals within Development Matters. Those that are underlined are the 'Exceeding' statements.
Brackets contain additional information or detail on which to focus. Seeing it through a local lens.*