



SANDRINGHAM INFANT AND NURSERY ACADEMY

Progression of Skills



COMPUTING

Online and E-Safety			
Nursery	Reception	Year 1	Year 2
	<ul style="list-style-type: none"> To understand when I'm on the internet and when I'm not 	<ul style="list-style-type: none"> To be able to recall the SMART rules for Internet Safety. To know what personal information is and know that it must be kept private. To know who to tell if someone online asks for personal information or if I'm worried. To be able to use a search engine safely to carry out research. To be able to talk about why it's important to be kind and polite online. 	<ul style="list-style-type: none"> To understand what 'Digital Footprint' means. To be able to explain why they need to keep their password and personal information private. To be able to describe the things that happen online that I must tell an adult about. To be able to talk about why I should go online for a short amount of time. To know that not everyone is who they say they are on the internet. To be able to talk about why it is important to be kind and polite online and in real life. To know how to safely search for information online. To know that people can use the information I put online.
Vocabulary			
	Choices, internet, website.	Safe, meet, accept, reliable, tell, online, trusted, adult, information, safety, personal, key, question, tell, safe, share, stranger, danger, internet.	

Programming			
Nursery	Reception	Year 1	Year 2
<ul style="list-style-type: none"> To know that if I press a button on a device it will respond e.g. remote-control toy. To be able to play with remote-control toys. To begin to follow simple instructions. 	<ul style="list-style-type: none"> To begin to follow simple instructions. To be able to switch on a programmable toy to activate movement. To know that many everyday devices respond to commands. 	<ul style="list-style-type: none"> To be able to give instructions to my friend and follow their instructions to move around. To be able to describe what happens when I press buttons on a robot. To be able to press buttons in the correct order to make my robot do what I want. To be able to describe what actions I will need to do to make something happen and begin to use the word algorithm. To be able to predict what will happen for a short sequence of instructions. To begin to use software/apps to create movement and patterns on a screen. To be able to use the word debug when I correct mistakes when I program. 	<ul style="list-style-type: none"> To be able to give instructions to my friend (using forward, backward and turn) and physically follow their instructions. To be able to tell you the order I need to do things to make something happen and talk about this as an algorithm. To be able to program a robot or software to do a particular task. To be able to look at my friend's program and tell you what will happen. To be able to use programming software to make objects move. To be able to watch a program execute and spot where it goes wrong so that I can debug it.
Vocabulary			
	Equipment, buttons, movement.	Algorithm, instruction, order, debug, program, turn, left, right, clockwise, anticlockwise, blocks, sequence, project, repeat, repeat forever, invisible, grow, shrink.	

ICT			
Nursery	Reception	Year 1	Year 2
<ul style="list-style-type: none"> To show an interest in technological toys with buttons, or real objects such as cameras or mobile phones. 	<ul style="list-style-type: none"> To know what a computer is. To be able to recognise the basic parts of a computer, e.g. mouse, screen, keyboard. To be able to recognise the basic parts of a keyboard, e.g. spacebar, numbers and letters. 	<ul style="list-style-type: none"> To be able to recognise common uses of information technology in the home and school environment. To be able to turn a computer on and off correctly and open an application. To be creative with the different technology tools. 	<ul style="list-style-type: none"> To be able to recognise common uses of information technology beyond school. To use technology to organise and present my ideas in different ways. To be able to the keyboard on my device to add, delete and space text for others to read.

	<ul style="list-style-type: none"> • To be able to use the keyboard to enter letter strings, use the space bar to break letter strings into groups of letters and use the back-space key to delete. • To know how to operate simple equipment e.g. turns on an iPad. • To be able to recognise that a range of technology is used in places such as homes and schools. • To be able to use ICT hardware, such as a mouse, to interact with age-appropriate computer software. • To be able to use a simple program on a computer or tablet. • To know that moving the mouse moves the pointer on the screen. • To seek to acquire basic skills in turning on and operating some ICT equipment. • To show an interest in technological toys with knobs and pulleys, or real objects such as cameras or mobile phones. • To be able to talk about what I am doing with ICT and use appropriate vocabulary. 	<ul style="list-style-type: none"> • To be able to use technology to create and present my ideas. • To be able to use the keyboard or a word bank on my device to enter text. • To be able to save information in a special place and retrieve it again. <p>For instance: <u>Digital publishing</u> Pupils learn to use a basic word processing package. <u>Graphics</u> Pupils learn to create a simple digital painting. <u>Animations</u> Pupils learn to make a simple animation</p>	<ul style="list-style-type: none"> • To be able to save and open files on the device I use. <p>For instance: <u>Presentation</u> Pupils learn to make simple presentations. <u>Graphics</u> Pupils learn to create a simple digital painting. <u>Animations</u> Pupils learn to make a simple animation.</p>
Vocabulary			
		<p>Text and Images: Paint, colour, brush, tools, settings, undo, redo, text, image, size, poster, launch, application, software, window, minimise, restore, size, move, screen, close, click, drag, log on, log off, keyboards, keys, mouse, click, button, double click, drag, present.</p> <p>Sound & Motion: Commands, add sound.</p> <p>Technology in our lives: Filter, Google, search engine, image, keyboard, email, internet, subject, address, communicate, sender, safe, secure.</p>	