



Computing Progression at Beaver Road



Algorithms	Programming & Development	Data & Data Representation	Hardware & Processing	Communications & Networks	Information Technology
Understands what an algorithm is and is able to express simple linear (non-branching) algorithms symbolically. Understands that computers need precise instructions. Demonstrates care and precision to avoid errors.	Knows that users can develop their own programs, and can demonstrate this by creating a simple program in an environment that does not rely on text e.g. programmable robots etc. Executes, checks and changes programs. Understands that programs execute by following precise instructions.	Recognises that digital content can be represented in many forms. Distinguishes between some of these forms and can explain the different ways that they communicate information.	Understands that computers have no intelligence and that computers can do nothing unless a program is executed. Recognises that all software executed on digital devices is programmed.	Obtains content from the world wide web using a web browser. Understands the importance of communicating safely and respectfully online, and the need for keeping personal information private. Knows what to do when concerned about content or being contacted.	Uses software under the control of the teacher to create, store and edit digital content using appropriate file and folder names. Understands that people interact with computers. Shares their use of technology in school. Knows common uses of information technology beyond the classroom. Talks about their work and makes changes to improve it
1.1 We are treasure hunters Y1	1.1 We are treasure hunters Y1	1.2 We are TV chefs Y1	1.1 We are treasure hunters Y1	1.2 We are TV chefs Y1	1.2 We are TV chefs Y1
2.1 We are astronauts Y2	2.1 We are astronauts Y2	1.3 We are painters Y1	2.6 We are zoologists Y2	1.3 We are painters Y1	1.3 We are painters Y1
2.2 We are games testers Y2	3.1 We are programmers Y3	1.5 We are storytellers Y1		1.4 We are collectors Y1	1.4 We are collectors Y1
3.1 We are programmers Y3		2.3 We are photographers Y2		1.6 We are celebrating Y1	1.5 We are storytellers Y1
		3.3 We are presenters Y3			1.6 We are celebrating Y1
		4.3 We are musicians Y4			
Understands that algorithms are implemented on digital devices as programs. Designs simple algorithms using loops, and selection i.e. if statements. Uses logical reasoning to predict outcomes. Detects and corrects errors i.e. debugging, in algorithms.	Uses arithmetic operators, if statements, and loops, within programs. Uses logical reasoning to predict the behaviour of programs. Detects and corrects simple semantic errors i.e. debugging, in programs.	Recognises different types of data: text, number. Appreciates that programs can work with different types of data. Recognises that data can be structured in tables to make it useful.	Recognises that a range of digital devices can be considered a computer. Recognises and can use a range of input and output devices. Understands how programs specify the function of a general purpose computer.	Navigates the web and can carry out simple web searches to collect digital content. Demonstrates use of computers safely and responsibly, knowing a range of ways to report unacceptable content and contact when online.	Uses technology with increasing independence to purposefully organise digital content. Shows an awareness for the quality of digital content collected. Uses a variety of software to manipulate and present digital content: data and information. Shares their experiences of technology in school and beyond the classroom. Talks about their work and makes improvements to solutions based on feedback received.
3.2 We are bug fixers Y3	3.2 We are bug fixers Y3	2.6 We are zoologists Y2	2.3 We are photographers Y2	1.3 We are painters Y1	1.6 We are celebrating Y1
4.1 We are software developers Y4	4.1 We are software developers Y4	4.6 We are meteorologists Y4	3.3 We are presenters Y3	2.3 We are photographers Y2	2.3 We are photographers Y2
4.2 We are toy designers Y4	4.2 We are toy designers Y4	6.3 We are market researchers Y6	4.2 We are toy designers Y4	2.4 We are researchers Y2	3.3 We are presenters Y3
5.1 We are games developers Y5	5.1 We are games developers Y5		4.6 We are meteorologists Y4	4.5 We are co-authors Y4	3.5 We are communicators Y3
			6.1 We are app planners Y6		3.6 We are opinion pollsters Y3
					4.1 We are software developers Y4
					4.3 We are musicians Y4
					4.4 We are HTML editors Y4
					4.5 We are co-authors Y4
					4.6 We are meteorologists Y4
					5.1 We are games developers Y5
					5.3 We are artists Y5
					5.5 We are bloggers Y5
					5.6 We are architects Y5
Designs solutions (algorithms) that use repetition and two-way selection i.e. if, then and else. Uses diagrams to express solutions. Uses logical reasoning to predict outputs, showing an awareness of inputs.	Creates programs that implement algorithms to achieve given goals. Declares and assigns variables. Uses post-tested loop e.g. 'until', and a sequence of selection statements in programs, including an if, then and else statement.	Understands the difference between data and information. Knows why sorting data in a flat file can improve searching for information. Uses filters or can perform single criteria searches for information.	Knows that computers collect data from various input devices, including sensors and application software. Understands the difference between hardware and application software, and their roles within a computer system.	Understands the difference between the internet and internet service e.g. world wide web. Shows an awareness of, and can use a range of internet services e.g. VOIP. Recognises what is acceptable and unacceptable behaviour when using technologies and online services.	Collects, organises and presents data and information in digital content. Creates digital content to achieve a given goal through combining software packages and internet services to communicate with a wider audience e.g. blogging. Makes appropriate improvements to solutions based on feedback received, and can comment on the success of the solution.



4.1 We are software developers Y4	4.1 We are software developers Y4	3.6 We are opinion pollsters Y3	4.2 We are toy designers Y4	2.5 We are detectives Y2	2.6 We are zoologists
4.2 We are toy designers Y4	5.1 We are games developers Y5	4.6 We are meteorologists Y4	4.6 We are meteorologists Y4	3.4 We are network engineers Y3	3.3 We are presenters Y3
5.1 We are games developers Y5		6.3 We are market researchers Y6	6.1 We are app planners Y6	3.5 We are communicators Y3	3.5 We are communicators Y3
6.5 We are app developers Y6					4.1 We are software developers Y4
					4.4 We are HTML editors Y4
					4.5 We are co-authors Y4
					4.6 We are meteorologists Y4
					5.1 We are games developers Y5
					5.3 We are artists Y5
					5.4 We are web developers Y5
					5.5 We are bloggers Y5
					5.6 We are architects Y5
					6.3 We are market researchers Y6
					6.6 We are marketers Y6
Shows an awareness of tasks best completed by humans or computers. Designs solutions by decomposing a problem and creates a sub-solution for each of these parts (decomposition). Recognises that different solutions exist for the same problem.	Understands the difference between, and appropriately uses if and if, then and else statements. Uses a variable and relational operators within a loop to govern termination. Designs, writes and debugs modular programs using procedures. Knows that a procedure can be used to hide the detail with sub-solution (procedural abstraction).	Performs more complex searches for information e.g. using Boolean and relational operators. Analyses and evaluates data and information, and recognises that poor quality data leads to unreliable results, and inaccurate conclusions.	Understands why and when computers are used. Understands the main functions of the operating system. Knows the difference between physical, wireless and mobile networks.	Understands how to effectively use search engines, and knows how search results are selected, including that search engines use 'web crawler programs'. Selects, combines and uses internet services. Demonstrates responsible use of technologies and online services, and knows a range of ways to report concerns.	Makes judgements about digital content when evaluating and repurposing it for a given audience. Recognises the audience when designing and creating digital content. Understands the potential of information technology for collaboration when computers are networked. Uses criteria to evaluate the quality of solutions, can identify improvements making some refinements to the solution, and future solutions.
4.1 We are software developers Y4	6.5 We are app developers Y6	2.5 We are detectives Y2	3.4 We are network engineers Y3	2.4 We are researchers Y2	2.4 We are researchers Y2
6.5 We are app developers Y6		3.6 We are opinion pollsters Y3	6.1 We are app planners Y6	4.5 We are co-authors Y4	3.3 We are presenters Y3
		4.6 We are meteorologists Y4	6.5 We are app developers Y6	4.6 We are meteorologists Y4	4.3 We are musicians Y4
		6.3 We are market researchers Y6		5.4 We are web developers	4.5 We are co-authors Y4
				5.5 We are bloggers Y5	5.4 We are web developers Y5
				5.6 We are architects Y5	5.6 We are architects Y5
				6.1 We are app planners Y6	6.2 We are project managers Y6
					6.4 We are interface designers Y6
					6.5 We are app developers Y6
					6.6 We are marketers Y6
Understands that iteration is the repetition of a process such as a loop. Recognises that different algorithms exist for the same problem. Represents solutions using a structured notation. Can identify similarities and differences in situations and can use these to solve problems (pattern recognition).	Understands that programming bridges the gap between algorithmic solutions and computers. Has practical experience of a high-level textual language, including using standard libraries when programming. Uses a range of operators and expressions e.g. Boolean, and applies them in the context of program control. Selects the appropriate data types.	Knows that digital computers use binary to represent all data. Understands how bit patterns represent numbers and images. Knows that computers transfer data in binary. Understands the relationship between binary and file size (uncompressed). Defines data types: real numbers and Boolean. Queries data on one table using a typical query language.	Recognises and understands the function of the main internal parts of basic computer architecture. Understands the concepts behind the fetch-execute cycle. Knows that there is a range of operating systems and application software for the same hardware.	Understands how search engines rank search results. Understands how to construct static web pages using HTML and CSS. Understands data transmission between digital computers over networks, including the internet i.e. IP addresses and packet switching.	Evaluates the appropriateness of digital devices, internet services and application software to achieve given goals. Recognises ethical issues surrounding the application of information technology beyond school. Designs criteria to critically evaluate the quality of solutions, uses the criteria to identify improvements and can make appropriate refinements to the solution.
5.2 We are cryptographers Y5		3.4 We are network engineers Y3		3.4 We are network engineers Y3	5.2 We are cryptographers Y5
		3.5 We are communicators Y3		4.4 We are HTML editors Y4	5.4 We are web developers Y5
		5.2 We are cryptographers Y5		5.2 We are cryptographers Y5	6.1 We are app planners Y6
				5.4 We are web developers Y5	6.2 We are project managers Y6
					6.4 We are interface designers Y6

Denotes some coverage