



# Wheeler's Lane Primary School Skills Progression

## COMPUTING

Text and Images					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
add text strings, text boxes and show and hide objects and images, manipulating the features;		create different effects with different technological tools, demonstrating control;		select, use and combine the appropriate technology tools to create effect;	
use various tools, such as brushes, pens, eraser, stamps and shapes, and set the size, colour and shape;		use appropriate keyboard commands to amend text on a device;			
				use the skills already developed to create content using unfamiliar technology;	
				review and improve their own work and support others to improve their work;	
use applications and devices in order to communicate ideas, work, messages and demonstrate control;					
save, retrieve and organise work;		save, retrieve and evaluate work, making amendments;			
		insert a picture/text/graph/hyperlink from the internet or a personal file;			

Sound and Motion					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
use software to record sounds;		use software to record, create and edit sounds and capture still images;		collect audio from a variety of resources including own recordings and internet clips;	
change sounds recorded;		change recorded sounds, volume, duration and pauses;			
		use a digital device to record sounds and present audio;			
		trim, arrange and edit audio levels to improve quality;			
save, retrieve and organise work;					
		use software to capture video for a purpose;			

	crop and arrange clips to create a short film;
	plan an animation and move items within each animation for playback;
	publish their animation and use a movie editing package to edit/refine and add titles;

Handling Data					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					talk about the different ways data can be organised;
					sort and organise information to use in other ways;
				search a ready-made database to answer questions;	add data to an existing database;
					construct data on the most appropriate application;
					know how to interpret data, including spotting inaccurate data and comparing data;
					use keyboard shortcuts and functions to input data on spreadsheets and create formulas for spreadsheets;

Understanding Technology					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
					recognise ways that technology is used in the home and community, e.g. taking photos, blogs, shopping;
					use links to websites to find information;
	recognise age-appropriate websites;		use search tools to find and use an appropriate website and content;		search for information using appropriate websites and advanced search functions within Google;
	use safe search filters;		use strategies to improve results when searching online;		use strategies to check the reliability of information (cross-check with another source such as books);
					talk about the way search results are selected and ranked;
					check the reliability of a website, including the photos on site;

		tell you about copyright and acknowledge the sources of information;
	explain ways to communicate with others online;	
	describe the world wide web as the part of the internet that contains websites;	
	add websites to a favourites list;	

Coding and Programming					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
give commands one at a time to control direction and movement, including straight, forwards, backwards, turn;		use logical thinking to solve an open-ended problem by breaking it up into smaller parts;	decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program;		
		write a program, putting commands into a sequence to achieve a specific outcome;			
control the nature of events: repeat, loops, single events and add and delete features;		use variables to create an effect, e.g. repetition, if, when, loop;	use external triggers and infinite loops to demonstrate control;		
			use conditional statements and edit variables;		
give a set of instructions to follow and predict what will happen;			follow a sequence of instructions, e.g. in a flowchart and modify a flowchart using symbols;		
improve/change their sequence of commands by debugging;		keep testing a program and recognise when it needs to be debugged;			

Online Safety					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
identify what things count as personal information;		reflect on their own digital footprint and behaviour online;			
identify what is appropriate and inappropriate behaviour on the internet;		identify what is appropriate and inappropriate behaviour on the internet, recognising the term cyberbullying;			
agree and follow sensible online safety rules, e.g. taking pictures, sharing information, storing passwords;				protect their password and other personal information;	
				judge what sort of privacy settings might be relevant to reducing different risks;	

seek help from an adult when they see something that is unexpected or worrying;		
		discuss scenarios involving online risk;
demonstrate how to safely open and close applications and log on and log off from websites;	demonstrate understanding of age-appropriate websites and adverts;	