Brough Primary School – Progression in Computing EYFS & KS1

	Phase 1 **EYFS**	**Phase 2** **Years 1 and 2**
Computer Science: Algorithms/ Coding	In the EYFS, children will explore digital apparatus with discussion about what it does, how it works and how to use it safely. They will explore mark making programs on screens, tablets or interactive whiteboard to experiment and communicate their ideas. Additional experiences might also include: 'programming' friends by telling them how to move around like a robot, or use of control toys like remote control cars, BeeBots or apps on iPads. Many of the key online safety messages will be conveyed through guided use, continuous provision and adult modelling. Additionally, and importantly, this will be alongside and with the involvement of parents and carers at home. Listen to young children talking about their online world and use this overheard talk to engage with them and find out more about their practice and behaviour. **Computer Science:** **ELG Understanding**: Children follow instructions involving several ideas or actions. They answer 'how' and 'why' questions about their experiences and in response to stories or events.	● 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.
Computer Science: Programming and Development.		● 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.
Information Technology: Data and Data Representation		● 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.

Information Technology: Hardware and processing	**Information Technology:** **ELG Exploring and using media and materials:** Children sing songs, make music and dance, and experiment with ways of changing them. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	● 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.
Digital Literacy: Purpose and understanding	**Digital Literacy:** **ELG Being imaginative:** Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. **Digital Literacy - Purpose and Understanding:** **ELG Technology:** Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	● 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
Digital Literacy: Communication and Online Safety	**Online Safety:** **ELG Self-confidence and self-awareness:** Children are confident to try new activities and say why they like some activities more than others. They are confident to speak in a familiar group, will talk about their ideas, and will choose the resources they need for their chosen activities. They say when they do or don't need help.	● 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.