Sunnybrow Primary Computing - Progression of Skills and Assessment Profile – Information Technology

Age Related Expectations

EYFS Expectations	Year 1 Expectations	Year 2 Expectations	Year 3 Expectations	Year 4 Expectations	Year 5 Expectations	Year 6 Expectations	Beyond Year 6 Expectations
I can complete a simple activity/game on a digital device.	I can recognise that digital content is represented in many forms *(image, text, audio, video).* **(All Units)**	I can use a range of input and output devices *(keyboard, mouse, touchscreen, microphone, screen, printout, video, audio etc).* **(All Units)**	I can carry out searches to find digital content on a range of online systems *(e.g. within Purple Mash or on an internet search engine).* **(All Units)**	I understand the purpose of a search engine and the main features within it. **(Unit 4.7)**	I can search precisely when using a search engine *(e.g I know I can add additional words or remove words to help find better results).* **(Unit 5.2)**	I can use filters when searching for digital content and can use more complex searches for information *(e.g. 'AND', 'OR', 'NOT').* **(Unit 6.2, 6.9)**	I can write formulae to solve maths problems *(e.g. unit converters).*
I can use software to create digital content *(art, music etc).*	I can use a variety of software to manipulate and present digital content. **(All Units)**	I can organise and find data using specific searches *(e.g. using 2Investigate).* **(Units 2.3, 2.4, 2.5)**	I can collect, organise and presents data and information in digital content. **(Units 3.3, 3.6, 3.8)**	I can look at information on a webpage and make predictions about the accuracy of information contained within it. **(Unit 4.7)**	I can explain in detail how accurate, safe and reliable the content is on a webpage. **(Unit 5.2)**	I can explain in detail how accurate and reliable a webpage and its content is. **(Unit 6.2)**	I can analyse and evaluate data and information and recognise that poor quality data leads to unreliable results, and inaccurate conclusions.
I can shoot and review digital photos.	I can talk about my work and make changes to improve it. **(All Units)**	I can use several programs to organise information *(e.g. using binary trees such as 2Question or spreadsheets such as 2Calculate).* **(Units 2.4, 2.8)**	I can talk about my work and make improvements based on feedback received. **(All Units)**	I can create and improve my solutions to a problem based on feedback *(e.g. creating a program using Scratch or 2Code).* **(Units 4.1, 4.2)**	I recognise the audience when designing and creating digital content. **(All Units)**	I can compare a range of digital content sources and rate them in terms of content quality and accuracy. **(Units 6.1, 6.3, 6.4, 6.5, 6.7, 6.9)**	
I can type letters using a keyboard *(physical or touchscreen)* to write short words or sentences.	I can name, save and find my work. **(All Units)**	I can edit digital data *(e.g. data in music composition software like 2Sequence).* **(Unit 2.7 & most units)**	I can present and analyse data and information using different software *(e.g. 2Question - branching database or 2Graph - graphing tool).* **(Units 3.3, 3.6, 3.8, 3.9)**	I can review solutions that others have created, using a checklist of criteria. **(Units 4.1, 4.2)**	I can comment on how successful a digital solution is that I have created *(e.g. a program built in 2Code or Scratch).* **(All Units)**	I can consider the intended audience carefully when I design and make digital content. **(Units 6.1, 6.3, 6.4, 6.5, 6.7, 6.9)**	

I can add sound, pictures and text to my creations *(e.g. 2Create a Story, Our Story, Shadow Puppet Edu etc).* **(Unit 1.6)**	I can show an awareness for the quality of digital content produced. **(All Units)**	I can create digital content to achieve a given goal through considering the most appropriate software to use and through combining different applications where appropriate. **(All Units)**	I can create content and solutions and can share digital content with a wider audience using a variety of applications *(e.g. 2Blog, 2Email, Display Boards and school social media accounts).* **(Units 4.1, 4.3, 4.4, 4.8)**	I can work collaboratively with others creating solutions to problems using appropriate software *(e.g 2Code, 2Connect) and can share it with others.* **(Unit 5.7)**	I can design and create my own online blogs. **(Unit 6.4)**	

* Children should also **understand and apply the vocabulary related to this strand of the curriculum** for their year group.

Skills based on progression documents from 2Simple Software, CAS (Computing at School), Animate 2 Educate Ltd and Simon Haughton Computing