

Computing Progression Map 2025 - 26

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computers	Birth to 5 Matters Knows how to operate simple equipment, e.g. turns on CD player, uses a remote control, can navigate touch-capable technology with support. Shows an interest in technological toys with knobs or pulleys, real objects such as cameras, and touchscreen devices such as mobile phones and tablets.	recognise common uses of information technology in the home and school environment.	recognise common uses of information technology beyond school.	recognise familiar forms of input and output devices and how they are used make efficient use of familiar forms of input and output devices.	use other input devices such as cameras or sensors.		
Using Computers	Birth to 5 Matters Uses ICT hardware to interact with age appropriate computer software. Can create content such as a video recording, stories, and/or draw a picture on screen Develops digital literacy skills by being able to access, understand and interact with a range of technologies.	use technology purposefully to create digital content.	use technology purposefully to create, organise, store, manipulate and retrieve digital content. use technology purposefully to create digital content comparing the benefits of different programs.	With support, I can select and use a variety of software to accomplish goals.	With support, I can select and use a variety of software on a range of digital device. With support, I can select, use and combine a variety of software on a range of digital devices to accomplish given goals.	independently select and use appropriate software for a task. independently select, use and combine a variety of software to design and create content for a given audience.	independently select, use and combine a variety of software to design and create content for a given audience, including collecting, analysing, evaluating and presenting data and information. design and create a range of programs, systems and content for a given audience. independently select, use and combine a variety of software to collect, analyse, evaluate and present data and information.

A St. Michael's learner: Stays safe online; Is digitally literate; Knows how to make a positive contribution to a digital world



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Coding	Birth to 5 Matters Completes a simple program on electronic devices.	predict the behaviour of a simple programs. explain that an algorithm is a step by step set of instructions.	use logical reasoning to predict the behaviour of simple program. create simple programs create and debug simple programs. debug simple programs by using logical reasoning to predict the actions instructed by the code. understand that programs execute by following precise and unambiguous instructions.	design, write and debug programs that control or simulate virtual events use logical reasoning to explain how some simple algorithms work.	decompose programs into smaller parts. use logical reasoning to detect and correct errors in algorithms and programs. select, use and combine a variety of software, systems and content that accomplish given goals.	design, input and test an increasingly complex set of instructions to a program or device. design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems design, write and test simple programs that follow a sequence of instructions or allow a set of instructions to be repeated. design, write and test simple programs with opportunities for selection, where a particular result will happen based on actions or situations controlled by the user. use logical reasoning to explain how increasingly complex algorithms work to ensure a program's efficiency.	include use of sequences, selection and repetition with the hardware used to explore real world systems. solve problems by decomposing them into smaller parts. create programs which use variables. use variables, sequence, selection, and repetition in programs. use logical reasoning to explain how increasingly complex algorithms work and to detect and correct errors in algorithms and programs efficiently.
				understand that computer networks enable the sharing of data and information. understand that the internet is a large network of computers and that information can be shared between computers.	understand what servers are and how they provide services to a network.	begin to use internet services to share and transfer data to a third party.	understand how computer networks enable computers to communicate and collaborate. begin to use internet services within my own creations to share and transfer data to a third party.

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Net-Searches	Birth to 5 Matters Knows that information can be retrieved from digital devices and the internet. Can use the internet with adult supervision to find and retrieve information of interest to them.			use simple search technologies. simple search technologies and recognise that some sources are more reliable than others.	understand how results are selected and ranked by search engines.	use filters in search technologies effectively. use filters in search technologies effectively and appreciates how results are selected and ranked.	discern when evaluating digital content. use filters in search technologies effectively and is discerning when evaluating digital content.
E-Safety		understand where to go for help and support when I have concerns about content or contact on the internet or other online technologies.	use technology safely and keep personal information private.	use technology safely and respectfully, keeping personal information private. use technology safely and recognise acceptable and unacceptable behaviour.	Use technology responsibly and understand that communication online may be seen by others. understand where to go for help and support when he/she has concerns about content or contact on the internet or other online technologies.	understand the need to only select age appropriate content.	use technology respectfully and responsibly. identify a range of ways to report concerns about content and contact in and out of school.
Key Vocabulary	Technology; keyboard; internet.	Algorithm; predict; program; online; logging in; saving; online concerns; tools; digital; locate; keys; keyboard; mouse; explore, hardware; instruction;	Information technology; manipulate; retrieve; digital content; technology; digital content; logical reasoning; predict; code; execute; precise, private.	Input device; output device; software; debug; virtual; internet; search technology; reliable and non-reliable sources; Cyberbullying; e-mail	Sensor, camera, digital device; decompose; logical reasoning; search engine; concern	Device; program; physical system; complex algorithm; age appropriate content;	Analysing; data; information; sequences; hardware; variables; detect; errors computer network; discern; filters;
Cultural Capital		Online Safety	Inventions Microsoft word and excel Animation	Digital citizenship Robots Gaming	Emails World Landmarks Gaming Space	Robotics Stop Frame animation Sculpture	Architecture Bletchley Park Networks

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