

Computing Knowledge Progression Document

Year One

Strand	Knowledge Progression	Unit Number
Computer Science	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	1.4
		1.5
		1.7
	Create and debug simple programs.	1.5
		1.7
	Use logical reasoning to predict the behaviour of simple programs.	1.5
	1.7	
Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	1.2
		1.3
		1.6
		1.7
		1.8
Digital Literacy	Recognise common uses of information technology beyond school.	1.9
	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	1.1



Year 2

Strand	Knowledge Progression	Unit Number
Computer Science	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	2.1
	Create and debug simple programs.	2.1
	Use logical reasoning to predict the behaviour of simple programs.	2.1
Information Technology	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	2.3
		2.4
		2.5
		2.6
		2.7
		2.8
Digital Literacy	Recognise common uses of information technology beyond school.	2.5 and in other units when appropriate
	Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	2.2 and in all units when appropriate

Year 3

Strand	Knowledge Progression	Unit Number
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	3.1
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	3.1
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	3.1
	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	3.5
Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	See units 2.5 and 4.7
		3.4

	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	3.3
		3.5
		3.6
		3.7
		3.8
<p>Digital Literacy</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	3.2
		3.5

Year 4

Strand	Knowledge Progression	Unit Number
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	4.1
		4.5
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	4.1
		4.5
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	4.1
		4.5
	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	4.2
		4.7
Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	4.7
	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	4.1

		4.3
		4.4
		4.6
Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	4.2 and discussed in other units

Year 5

Strand	Knowledge Progression	Unit Number
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	5.1
		5.5
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	5.1
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	5.1
	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	5.2
Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	See Unit 4.7
		5.1

		5.3
		5.4
	Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.	5.5
		5.6
		5.7
Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	5.2 and discussed in other units

Year 6

Strand	Knowledge Progression	Unit Number
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	6.1
		6.5
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	6.1
		6.5
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	6.1
		6.5
	Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.	6.2
		6.4
		6.6
Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	6.2
		6.1

	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	6.3
<p>Digital Literacy</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	6.4
		6.5
		6.7
		6.2
		6.4 and discussed in other units