Kingsway Primary School

Computing Skills Progression Map

EYFS

Technology Awareness	Early Programming & Computational Thinking	Problem Solving & Debugging Behaviours	Digital Creativity	Data Awareness	Fine Motor & Tool Control	Online Safety & Digital Literacy
Recognise and talk about everyday technology; explore how simple devices work; use technology for a clear purpose.	Follow and give simple instructions; use sequencing language (first, next, last); explore cause and effect using programmable toys and unplugged activities.	Show resilience; try alternative strategies when something does not work; begin to identify and fix simple mistakes.	Create digital drawings, images, music, or photos using apps and devices; make choices about colour, shape, and effect.	Sort, match, and group objects; recognise patterns and simple classifications.	Use touchscreens, mice, keyboards, and tools safely and with increasing control.	Understand rules for using technology; talk about sensible screen time; know that adults help keep them safe online.

Key Stage 1 and 2

Computing Skills Progression Map

	Online Safety	Computing Systems and Networks	Programming	Data and Information	Creating Media	Information Technology & Digital Literacy
Year 1	Recognise personal information; understand rules for using technology safely with adult support.	Apply critical thinking to online interactions; understand manipulation, scams, and online ethics.	Apply understanding of networks and systems to collaborative online tools.	Use variables, sensing, and control; design, test, and refine more complex programs.	Combine data sources; evaluate accuracy, bias, and purpose of data.	Type simple text; save and retrieve work with support.
Year 2	Explain how to stay safe online; identify trusted adults; understand respectful online behaviour.	Apply critical thinking to online interactions; understand manipulation, scams, and online ethics.	Apply understanding of networks and systems to collaborative online tools.	Collect data and represent it using pictograms.	Create digital music and photos; make choices for a purpose.	Combine text, images, and sound; organise digital work.
Year 3	Understand online risks; use reporting tools; recognise reliable vs unreliable content.	Understand how computers are connected in networks; describe inputs, processes, outputs.	Use sequencing and repetition; work with visual programming blocks (e.g. Scratch).	Use branching databases to organise and classify information.	Design digital documents using desktop publishing principles.	Use publishing software; manage files independently.
Year 4	Manage online identity; understand data privacy; behave responsibly in online communities.	Explain how the internet works; understand data transfer and services.	Use selection (if/then/else); program physical devices (Crumbles).	Collect, analyse, and present data using digital tools.	Record and edit audio; understand audience and purpose.	Edit digital images; improve quality and presentation.
Year 5	Evaluate online content; understand digital footprints; manage privacy settings.	Understand systems, searching, and how search engines work.	Use variables, sensing, and control; design, test, and refine more complex programs.	Use flat-file databases; sort, filter, and interpret data.	Plan, film, and edit video content using storyboards.	Use spreadsheets; apply formulas and formatting.
Year 6	Apply critical thinking to online interactions; understand manipulation, scams, and online ethics.	Apply understanding of networks and systems to collaborative online tools.	Use variables, sensing, and control.	Combine data sources; evaluate accuracy, bias, and purpose of data.	Design 3D models and websites; consider layout, accessibility, and navigation.	Use collaborative tools; manage projects and digital outcomes independently.