

ACKWORTH HOWARD

PROGRESSION OF KEY CONCEPTS

Computing



Concept	Key Stage	What understanding and using that concept looks like...
Safety <i>The condition of being protected from or unlikely to cause danger or risk online</i>	EYFS	Use online activities with the support and permission of adults.
	KS1	Ask adults before sharing information about themselves online Know that people sometimes behave differently online Understand the interconnected nature of the internet and how sharing information can be a good thing, but must be done so with boundaries to keep us safe
	LKS2	Understand their responsibilities as a digital citizen. Recognise risk by thinking critically about the information they read on line
	LKS2	Think critically about the information they share with others (e.g. through social media, apps and games)
Creation <i>Using technology to bring something into existence</i>	EYFS	Select and use technological devices to capture images, sounds and mark making.
	KS1	Combine media from multiple sources (within the classroom) to create a new piece of work digitally.
	LKS2	Select and create digital media from pre-selected sources (by the teacher) to create a representation of a concept or data set
	UKS2	Select, manipulate, edit and create digital media from a wide range of sources to create a representation of a concept or data set
Coding <i>Computational thinking to compose a program which achieves a specific goal.</i>	EYFS	Understand that technology plays a role in our lives. Understand cause and effect
	KS1	Compose a simple set of instructions to complete a set task/purpose (algorithm). Understand when these instructions need to be altered or changed (debug).
	KS2	Combine algorithms to complete more complex tasks.



**'Providing opportunities for growth in mind,
body and spirit.'**

EDUCATING FOR 'LIFE IN ALL ITS FULLNESS'