

## Progression in Computing at Wimborne Junior School

Progression in Computing ensures that a love of technology is instilled into every child in the school. Each year builds on from the last and the expectation of progression is that children build on from the previous year's objectives to ensure that the acquisition of a new skills are secure.

By the end of year 3 the average child can ...		
Computer Science	Information Technology	Digital Literacy
CS1 - write and debug programs that accomplish specific goals CS2 - understand programming structures such as repeating commands (loop, forever) CS3 - use logical reasoning to explain how simple algorithms work	IT1 - understand how a computer network works	DL1 - use technology responsibly and respectfully DL2 - identify ways to report concerns
By the end of year 4 the average child can ...		
Computer Science	Computer Science	Computer Science
CS1 - understand more complex programming structures such as conditional commands (if...then...else) CS2 - write and run a procedure CS3 - create flow charts to understand how more complex algorithms work	CS1 - understand more complex programming structures such as conditional commands (if...then...else) CS2 - write and run a procedure CS3 - create flow charts to understand how more complex algorithms work	CS1 - understand more complex programming structures such as conditional commands (if...then...else) CS2 - write and run a procedure CS3 - create flow charts to understand how more complex algorithms work

"Reach for the stars"

Sincerity, Teamwork, Achievement, Respect

By the end of year 5 the average child can ...		
Computer Science	Information Technology	Digital Literacy
CS1 - solve problems by decomposing into small parts CS2 - use repetition in programs	IT1 - produce outcomes that merges audio and visual content IT2 - create an audio production as part of a team IT3 - design and create a project using a variety of software	DL1 - understand the effects and impact of cyber-bullying

By the end of year 6 the average child can ...		
Computer Science	Information Technology	Digital Literacy
CS1 - write, debug and share programs that accomplish specific goals CS2 - work with broadcast programming and variables	IT1 - produce outcomes that merges audio, video and visual content IT2 - create and mix an audio and musical production as part of a team	DI1 - evaluate the validity of a range of digital content DI2 - identify a range of ways to report concerns and content

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