Cambois Primary School.

Computer Progression Document.

Coding and Programming			
Year Group	NC Objectives	Skills/Knowledge	Apps and Links
EYFS	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.	I can use a mouse, touch screen or appropriate access device to target and select options on screen • I can input a simple sequence of commands to control a digital device with support	Beebot, Daisy The Dinosaur
1	Co2/1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions • Co2/1.2 create and debug simple programs • Co2/1.3 use logical reasoning to predict	• I can create a simple program on a digital device e.g. Bee Bot • I can use sequence in programs • I can locate and fix bugs in my program	Beebot, Scratch Jnr, Kodable,
2		• I understand programs follow precise instructions • I can create programs using different digital devices E.g. Bee Bot or ScratchJr on a tablet • I can debug programs of increasing complexity • I can use logical reasoning to predict the outcome of simple programs	Beebot, Scratch Jnr, Kodable, Tynker,

	the behaviour of simple programs		
3	• Co2/1.1 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts • Co2/1.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output • Co2/1.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs • Co2/1.4 understand computer networks including the internet; how they can provide	I can design a program • I can create a program using a design • I can create a sequence of code • I can work with different inputs • I can evaluate my program	Beebot, Scratch Jnr, Kodable, Tynker, Scratch 3, Hopscotch, Swift Playgrounds,
4		I can use repetition in programs • I can use simple selection in programs • I can work with different outputs • I can use logical reasoning to systematically detect and correct errors in programs	Beebot, Scratch Jnr, Kodable, Tynker, Scratch 3, Hopscotch, Swift Playgrounds,
5		I can create programs by decomposing them into smaller parts • I can use a variety of selection commands in programs • I can use conditions in repetition commands • I can work with variables • I can create programs that control or simulate physical systems • I can evaluate my work and identify errors	Beebot, Scratch Jnr, Kodable, Tynker, Scratch 3, Hopscotch, Swift Playgrounds,
6		• I can use a range of sequence, selection and repletion commands to implement my design • I can identify the need for, and work with, variables • I can create procedures to hide complexity in programs • I can identify and write generic code for use across multiple projects • I can critically evaluate my work and suggest improvements • I can identify and use basic HTML tags (See Computer Networks objectives)	Beebot, Scratch Jnr, Kodable, Tynker, Scratch 3, Hopscotch, Swift Playgrounds,

	multiple services, such as the world-wide web; and the opportunities they offer for communication and collaboration		