

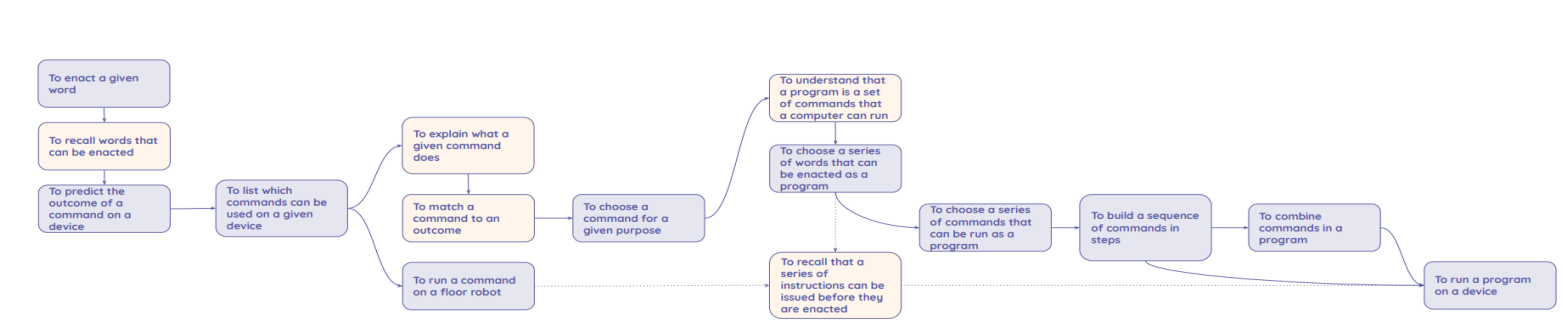

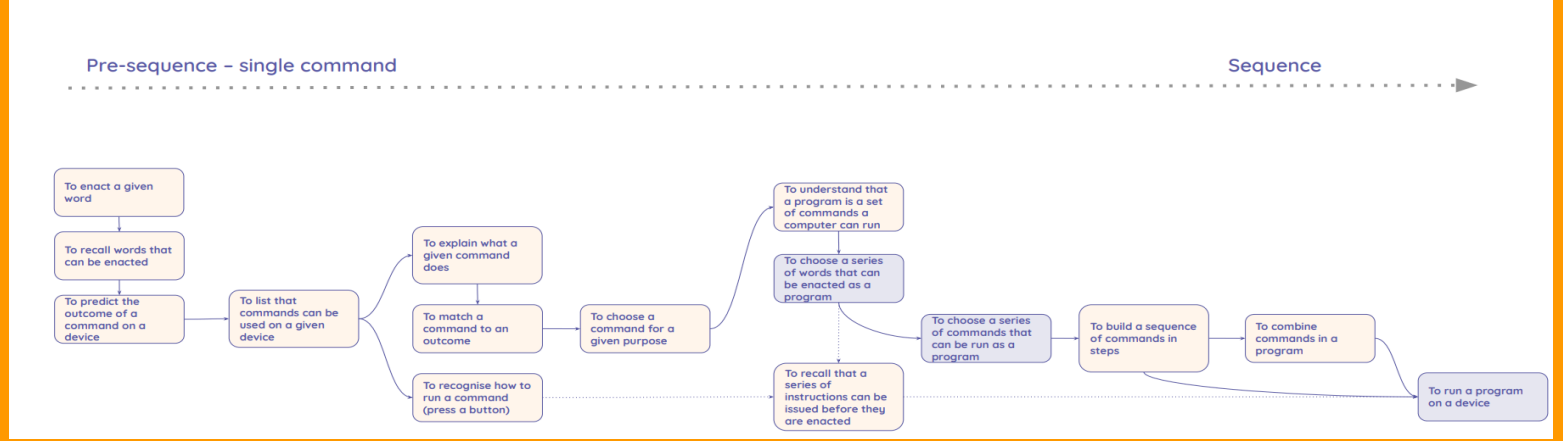


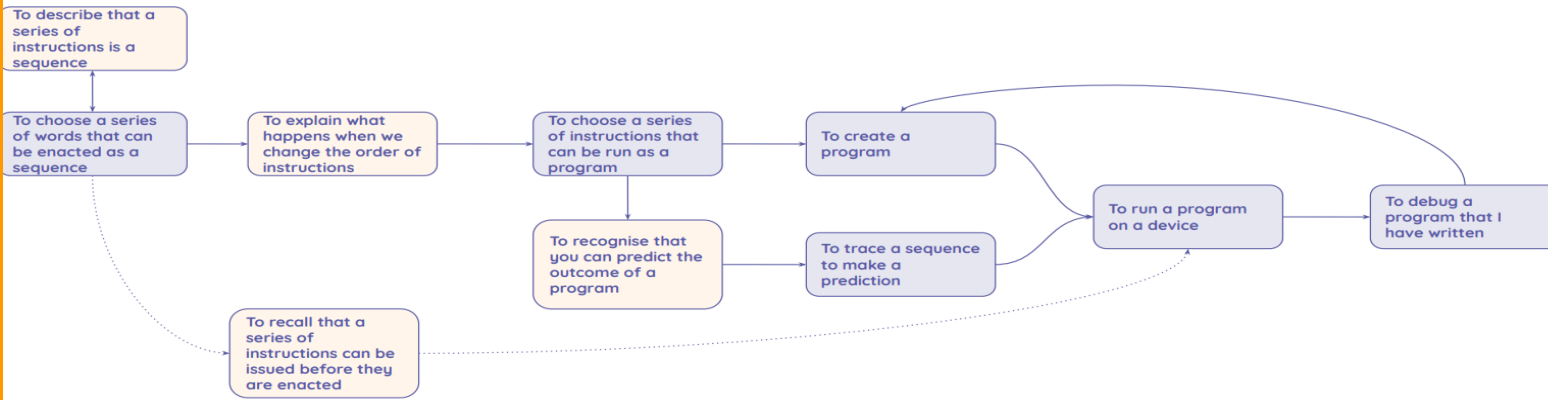
Computing Skills Progression

The Computing Curriculum is split into five Key Areas:

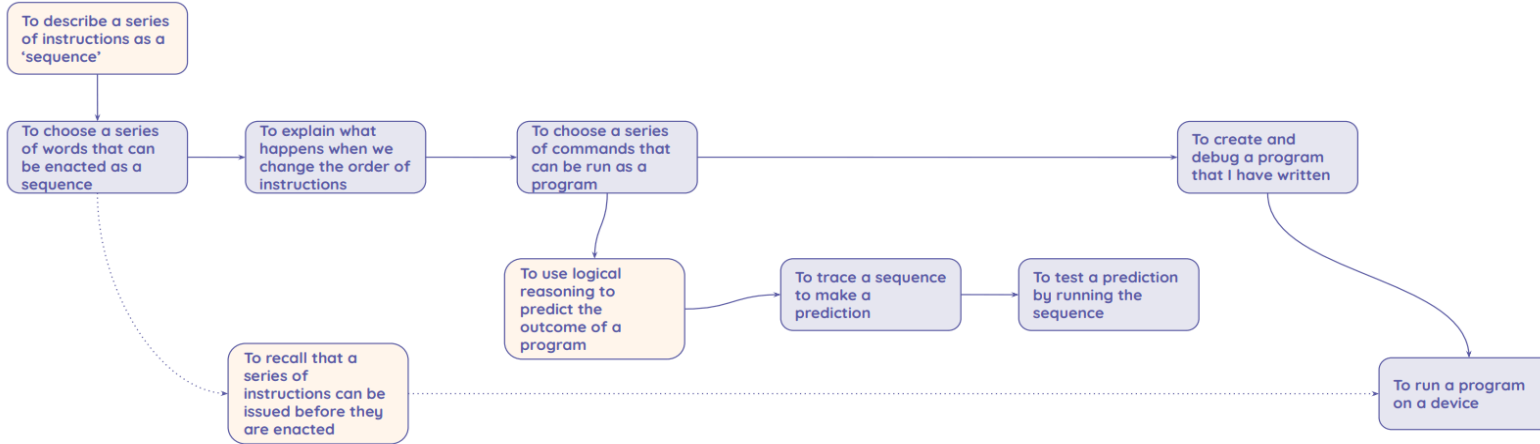
- Computer Science- Programming
- Data and Information
- Creating Media and Information Technology
- Computer Systems and Networks
- Online Safety

Computer Science- Programming

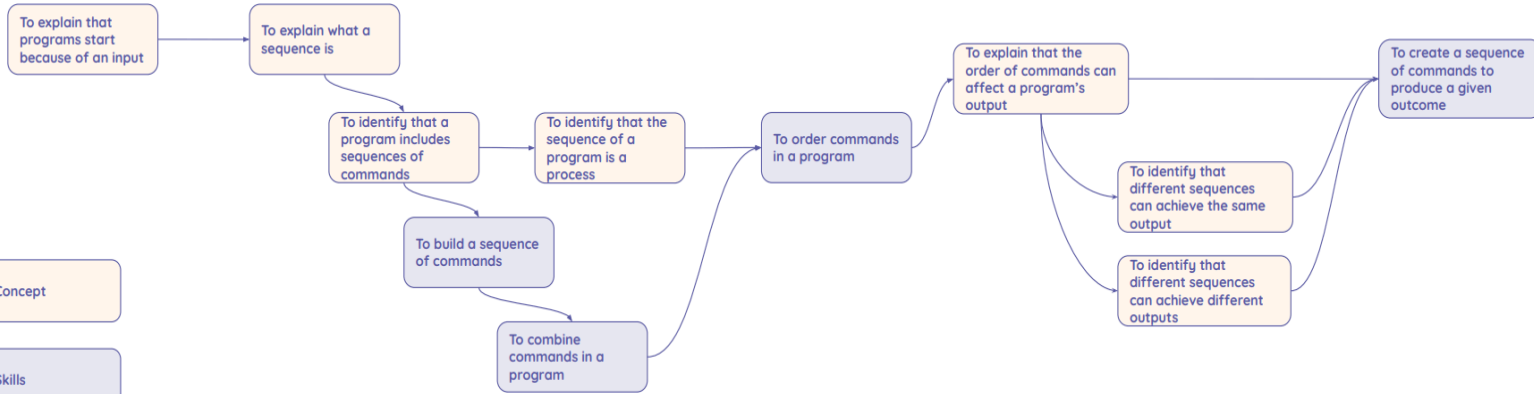
<u>Year</u>	<u>Concepts and Skills</u>	<u>Vocabulary</u>
1	<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;">   <p style="font-size: small;">Learning graph Year 1 - Moving a robot</p> </div>  <div style="border: 1px solid black; padding: 5px; margin-top: 10px;">  <p style="font-size: small;">Learning graph Year 1 - Programming animations</p> <p style="text-align: center; margin-top: 10px;">Pre-sequence – single command Sequence →</p>  </div>	<p style="text-align: center;">Bee-Bot, forwards, backwards, turn, clear, go, commands, instructions, directions, left, right, route, plan, algorithm, program.</p> <p style="text-align: center;">ScratchJr, command, sprite, compare, programming, area, block, joining, start, run, program, background, delete, reset, algorithm, predict, effect, change, value, instructions, design</p>



instruction, sequence, clear, unambiguous, algorithm, program, order, prediction, artwork, design, route, mat, debugging, decomposition



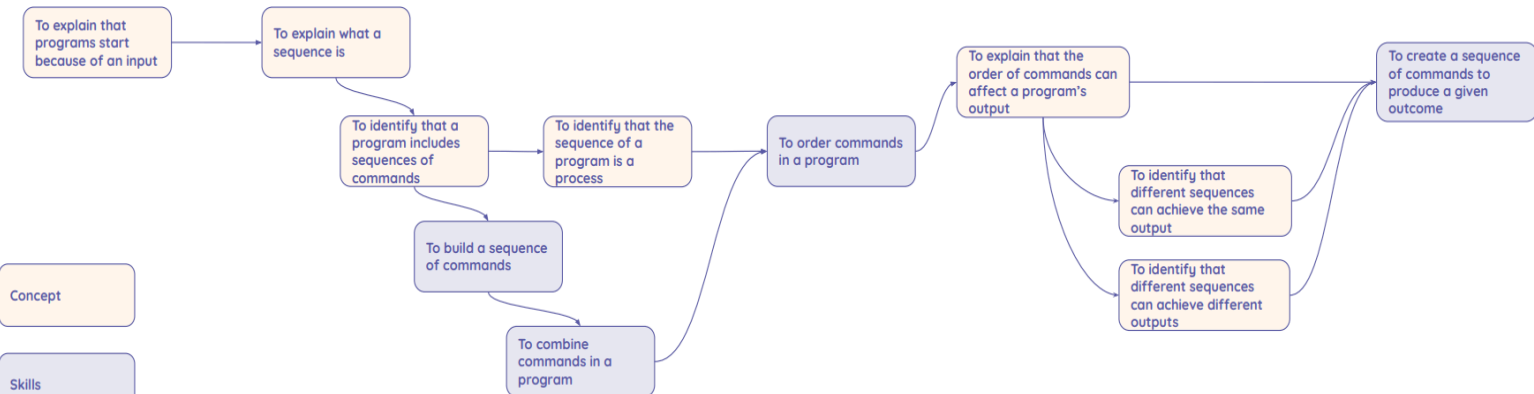
sequence, command, program, run, start, outcome, predict, blocks, design, actions, sprite, project, modify, change, algorithm, build, match, compare, debug, features, evaluate, decomposition, code.



Concept

Skills

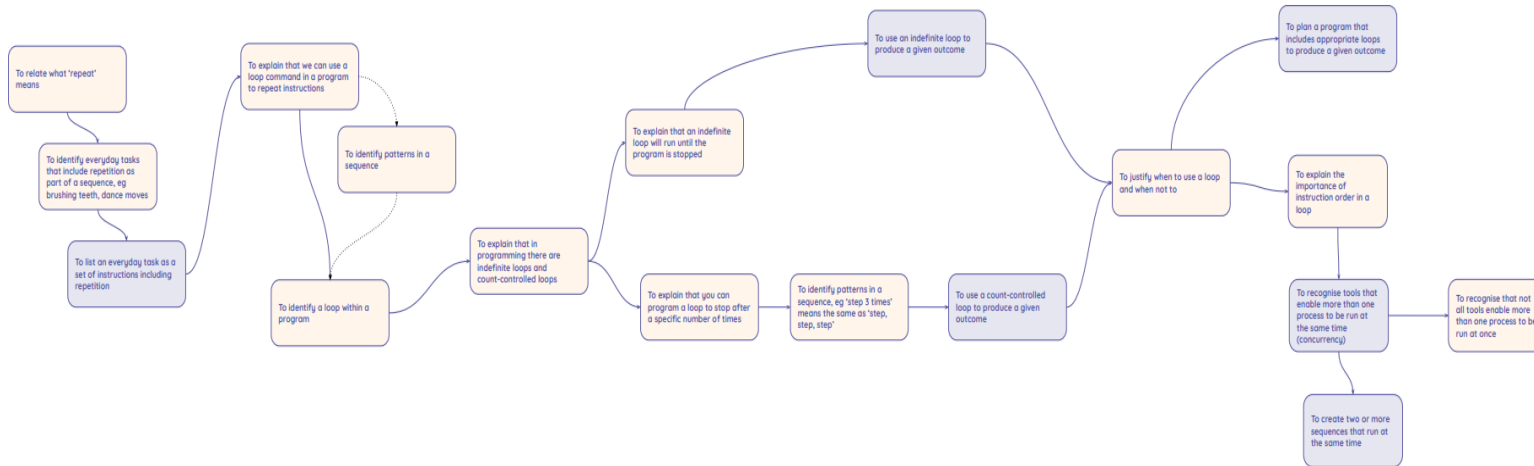
Scratch, programming, blocks, commands, code, sprite, costume, stage, backdrop, motion, turn, point in direction, go to, glide, sequence, event, task, design, run the code, order, note, chord, algorithm, bug, debug, code.



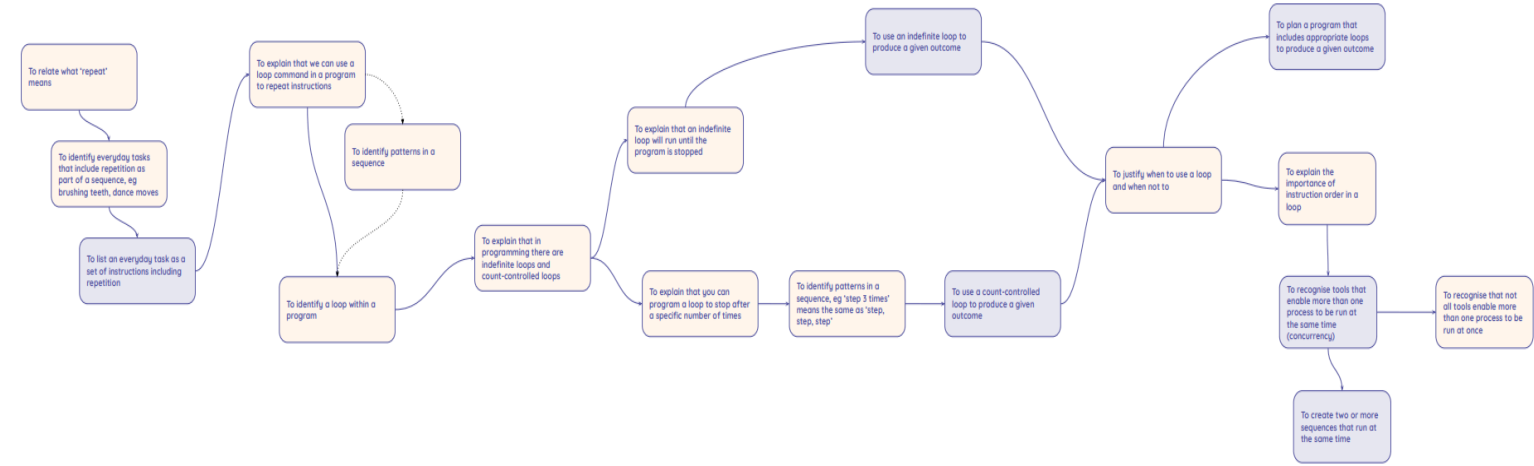
Concept

Skills

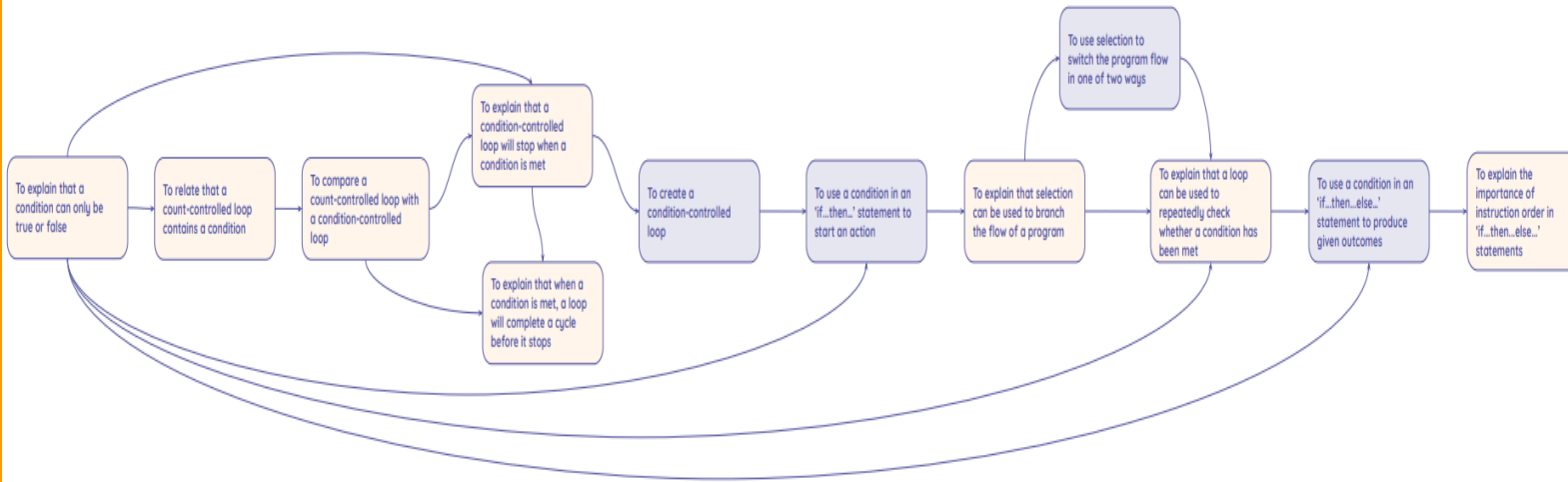
motion, event, sprite, algorithm, logic, move, resize, extension block, pen up, set up, pen, design, action, debugging, errors, setup, code, test, debug, actions.



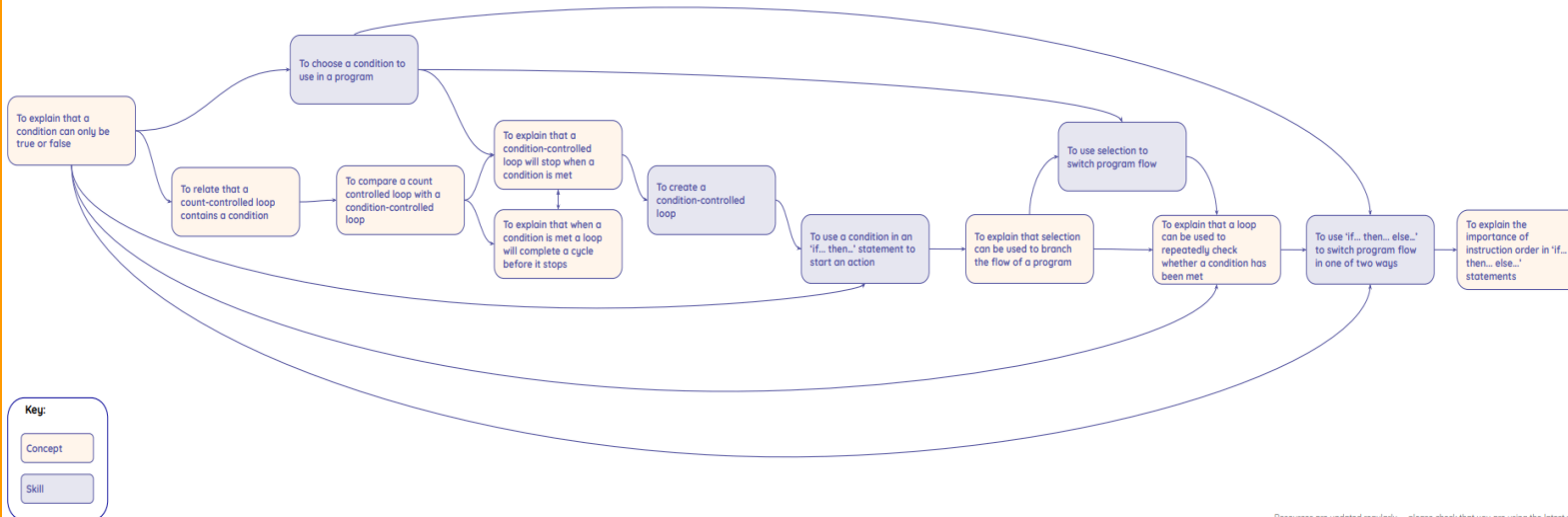
Logo
(programming environment),
program, turtle,
commands, code
snippet,
algorithm, design,
debug, pattern,
repeat, repetition,
count-controlled
loop, value, trace,
decompose,
procedure.



Scratch,
programming,
sprite, blocks,
code, loop,
repeat, value,
infinite loop,
count-controlled
loop, costume,
repetition, forever,
animate, event
block, duplicate,
modify, design,
algorithm, debug,
refine, evaluate.



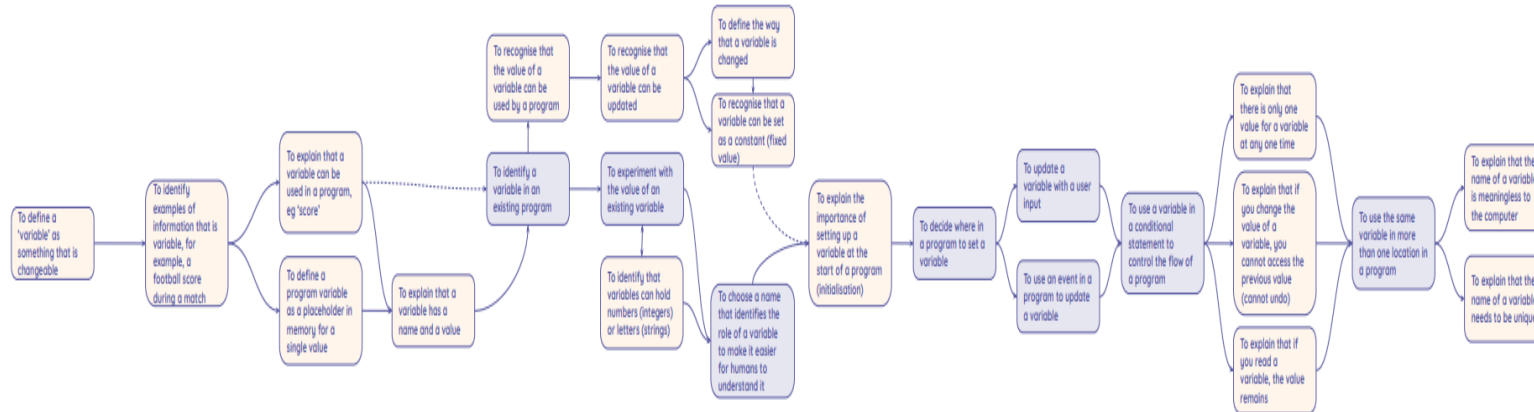
microcontroller, USB, components, connection, infinite loop, output component, motor, repetition, count-controlled loop, Crumble controller, switch, LED, Sparkle, crocodile clips, connect, battery box, program, condition, Input, output, selection, action, debug, circuit, power, cell, buzzer



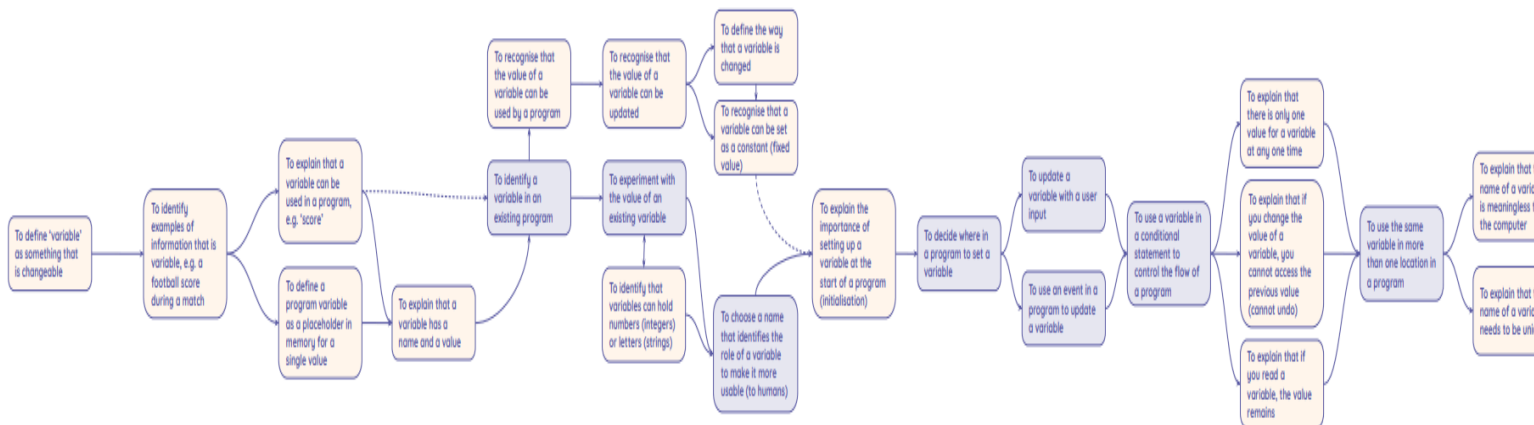
Key:

- Concept
- Skill

Selection, condition, true, false, count-controlled loop, outcomes, conditional statement, algorithm, program, debug, question, answer, task, design, input, implement, test, run, setup, operator


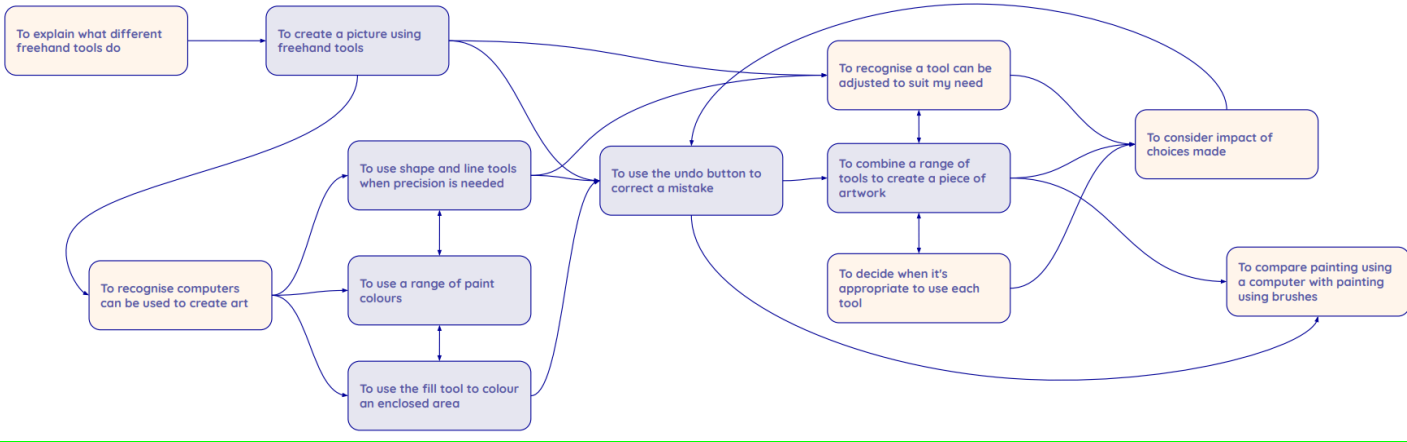

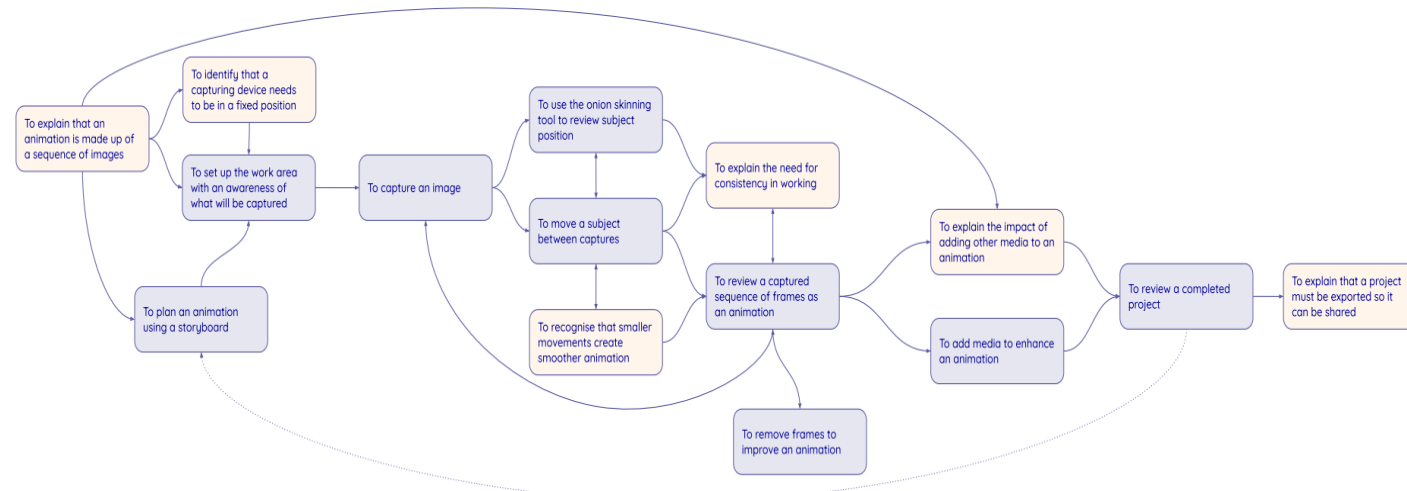


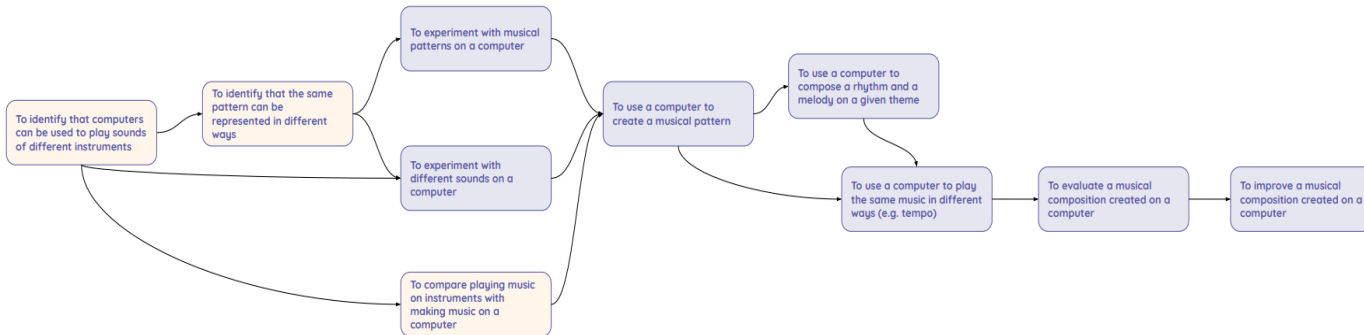
variable, change, name, value, set, design, event, algorithm, code, task, artwork, program, project, code, test, debug, improve, evaluate, share, assign, declare



Micro:bit, MakeCode, input, process, output, flashing, USB, trace, selection, condition, if then else, variable, random, sensing, accelerometer, value, compass, direction, navigation, design, task, algorithm, step counter, plan, create, code, test, debug.

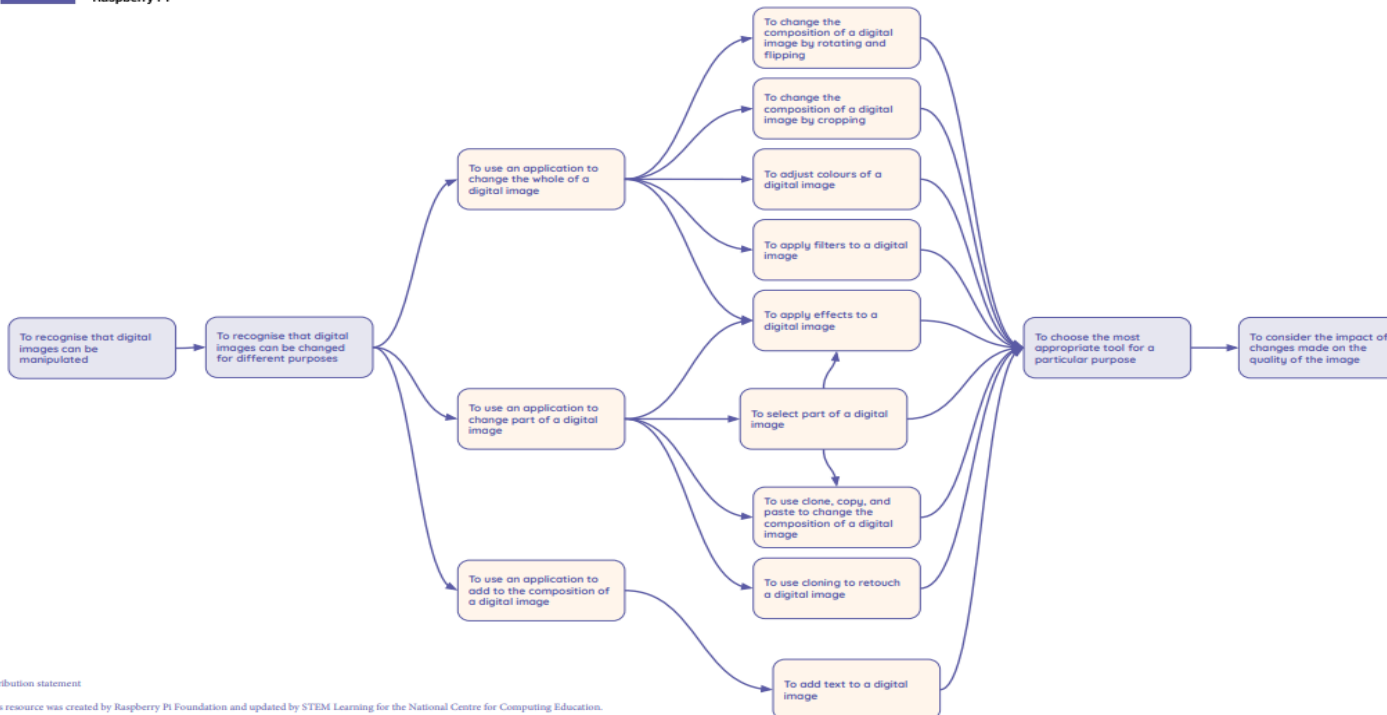
Creating Media

Year	Concepts and Skills	Vocabulary
1	<p>  Learning graph Year 1 - Creating media - Digital painting </p> 	<p> paint program, tool, paintbrush, erase, fill, undo, shape tools, line tool, fill tool, undo tool, colour, brush style, brush size, pictures, painting, computers </p>
3	<p>  Learning graph Year 3 - Stop-frame animation </p> 	<p> animation, flip book, stopframe, frame, sequence, image, photograph, setting, character, events, onion skinning, consistency, evaluation, delete, media, import, transition. </p>



music, quiet, loud, feelings, emotions, pattern, rhythm, pulse, pitch, tempo, rhythm, notes, create, emotion, beat, instrument, open, edit.

4

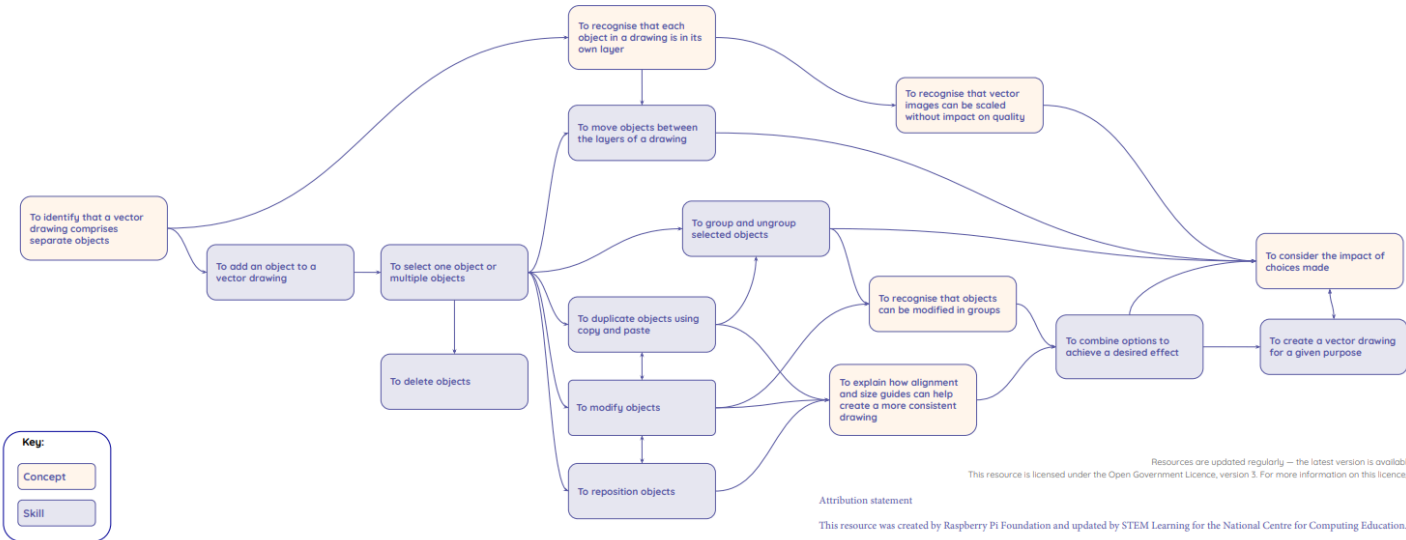


tribution statement

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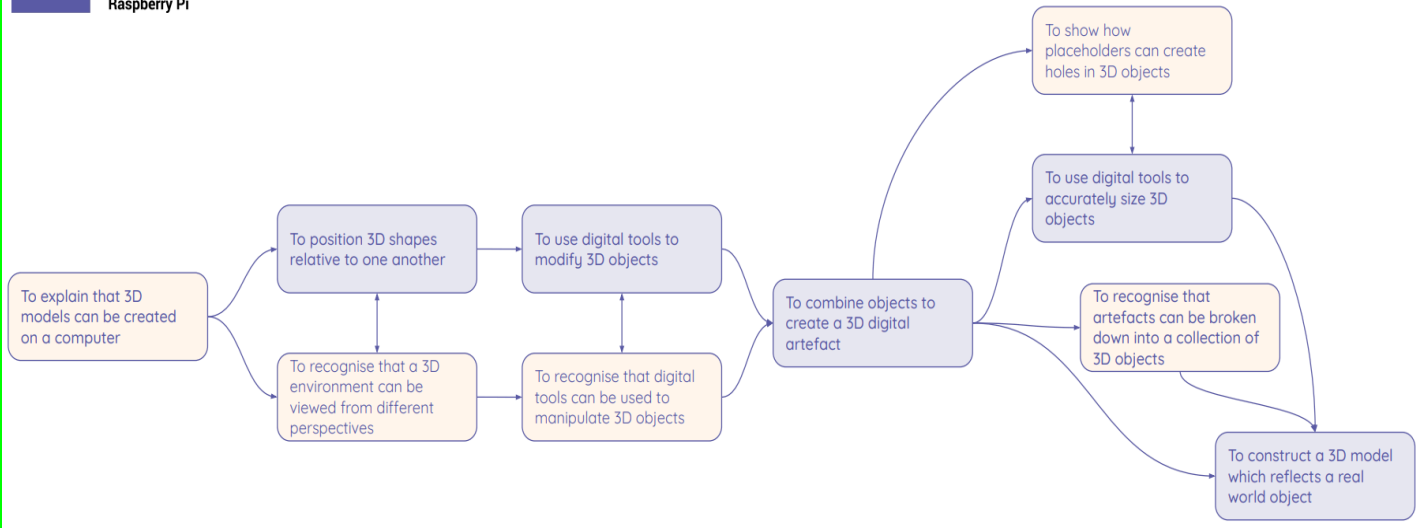
image, edit, digital, crop, rotate, undo, save, adjustments, effects, colours, hue, saturation, sepia, vignette, image, retouch, clone, select, combine, made up, real, composite, cut, copy, paste, alter, background, foreground, zoom, undo, font.

5

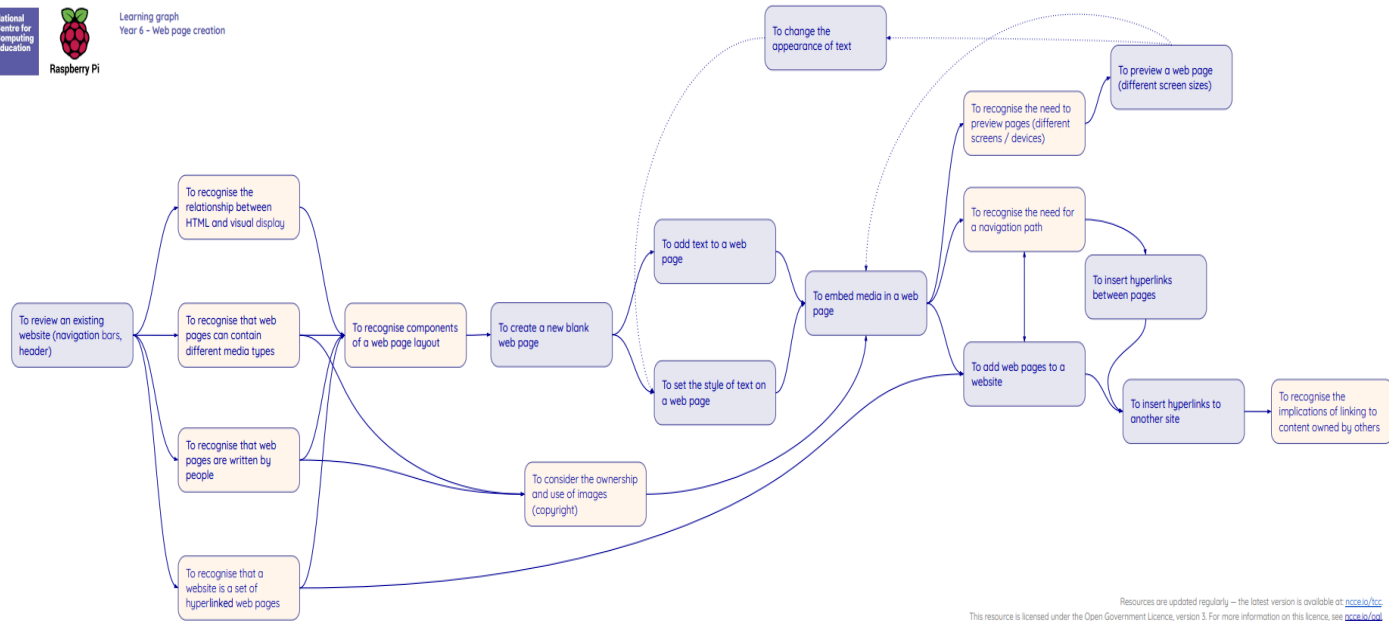


vector, drawing tools, object, toolbar, vector drawing, move, resize, colour, rotate, duplicate/copy, zoom, select, align, modify, layers, order, copy, paste, group, ungroup, reuse, reflection

6



TinkerCAD, 2D, 3D, shapes, select, move, perspective, view, handles, resize, lift, lower, recolour, rotate, duplicate, group, cylinder, cube, cuboid, sphere, cone, prism, pyramid, placeholder, hollow, choose, combine, construct, evaluate, modify.

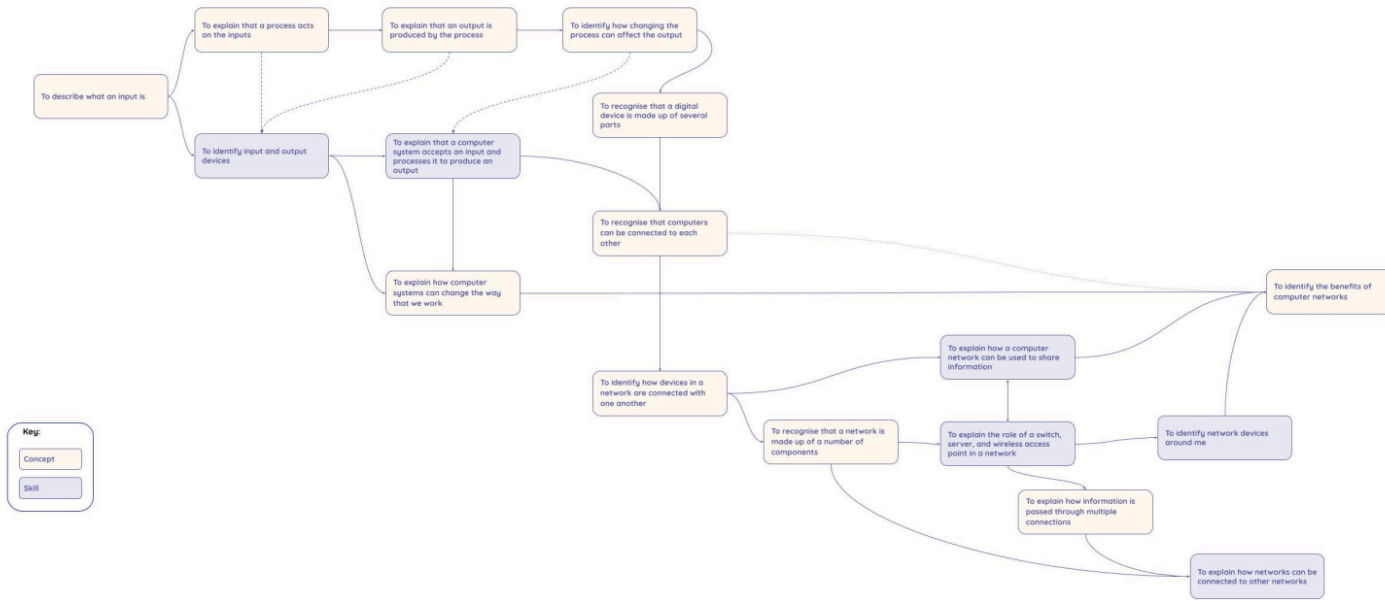


website, web page, browser, media, Hypertext Markup Language (HTML), logo, layout, header, media, purpose, copyright, fair use, home page, preview, evaluate, device, Google Sites, breadcrumb trail, navigation, hyperlink, subpage, evaluate, implication, external link, embed.

Computer Systems and Networks

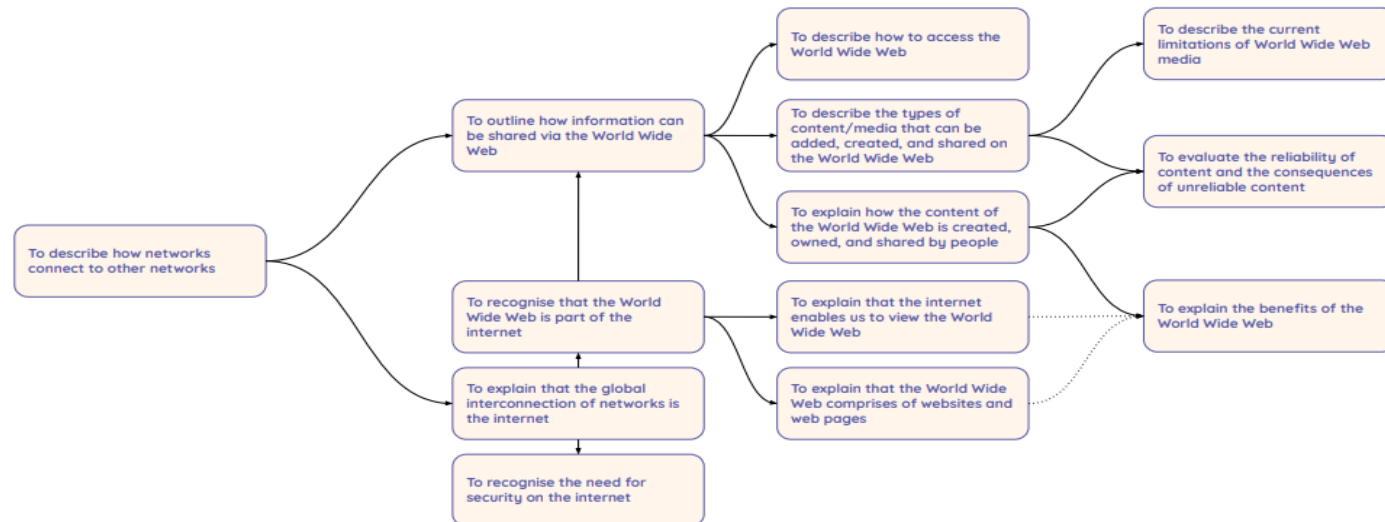
Year	Concepts and Skills	Vocabulary
1	<p>National Centre for Computing Education Raspberry Pi Learning graph Year 1 - Technology around us</p>	<p>technology, computer, mouse, trackpad, keyboard, screen, double-click, typing.</p>
2	<p>National Centre for Computing Education Raspberry Pi Learning graph Year 2 - Information technology around us</p> <p>Key: Concept Skill</p>	<p>Information technology (IT), computer, barcode, scanner/scan</p>

3



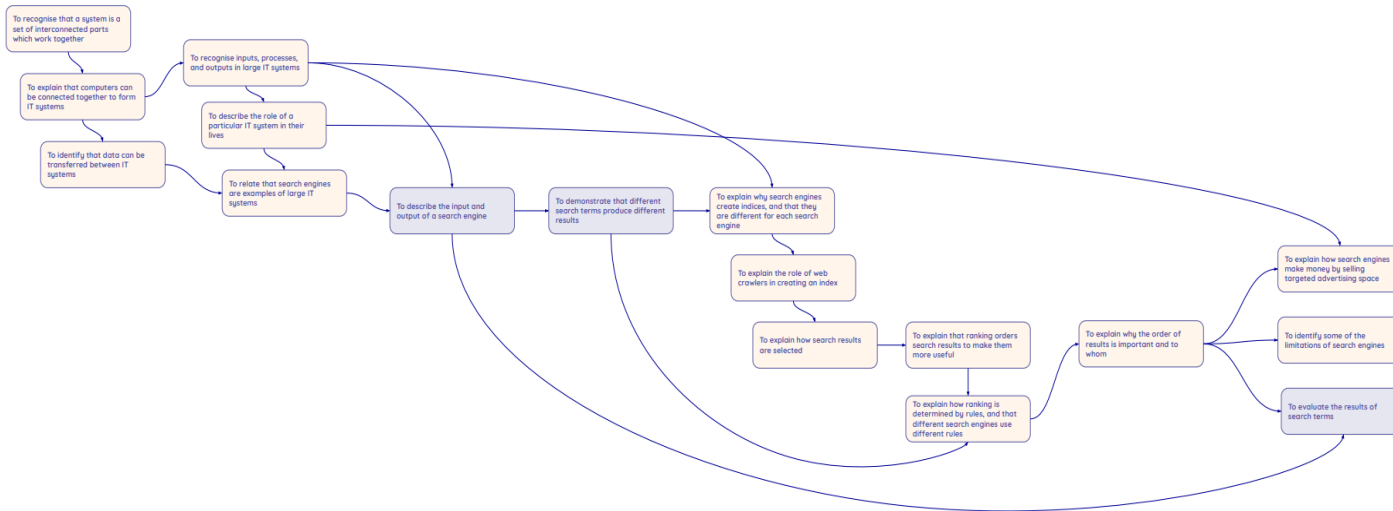
digital device, input, process, output, program, digital, non-digital, connection, network, switch, server, wireless access point, cables, sockets

4



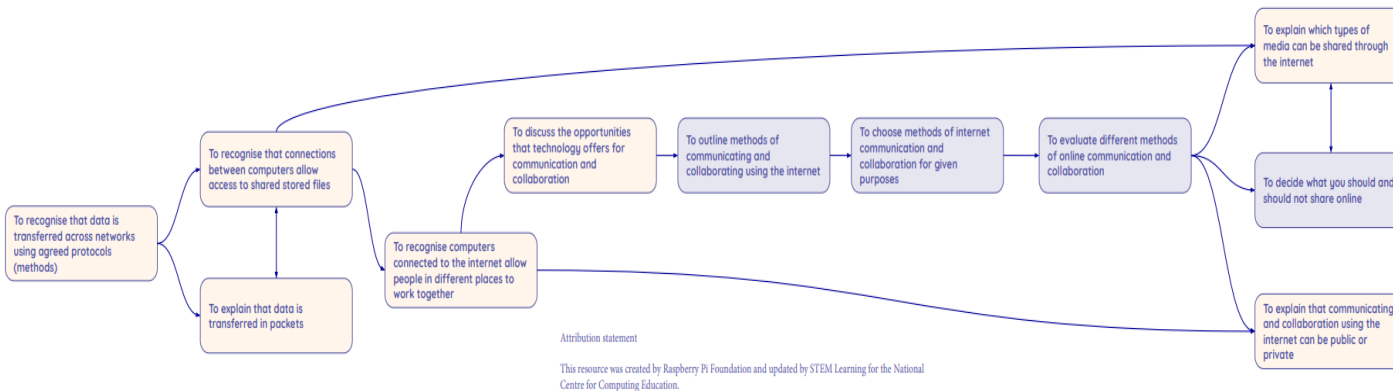
internet, network, router, security, switch, server, wireless access point (WAP), website, web page, web address, routing, web browser, World Wide Web, content, links, files, use, download, sharing, ownership, permission, information, accurate, honest, content, adverts

5



system, connection, digital, input, process, storage, output, search, search engine, refine, index, bot, ordering, links, algorithm, search engine optimisation (SEO), web crawler, content creator, selection, ranking.


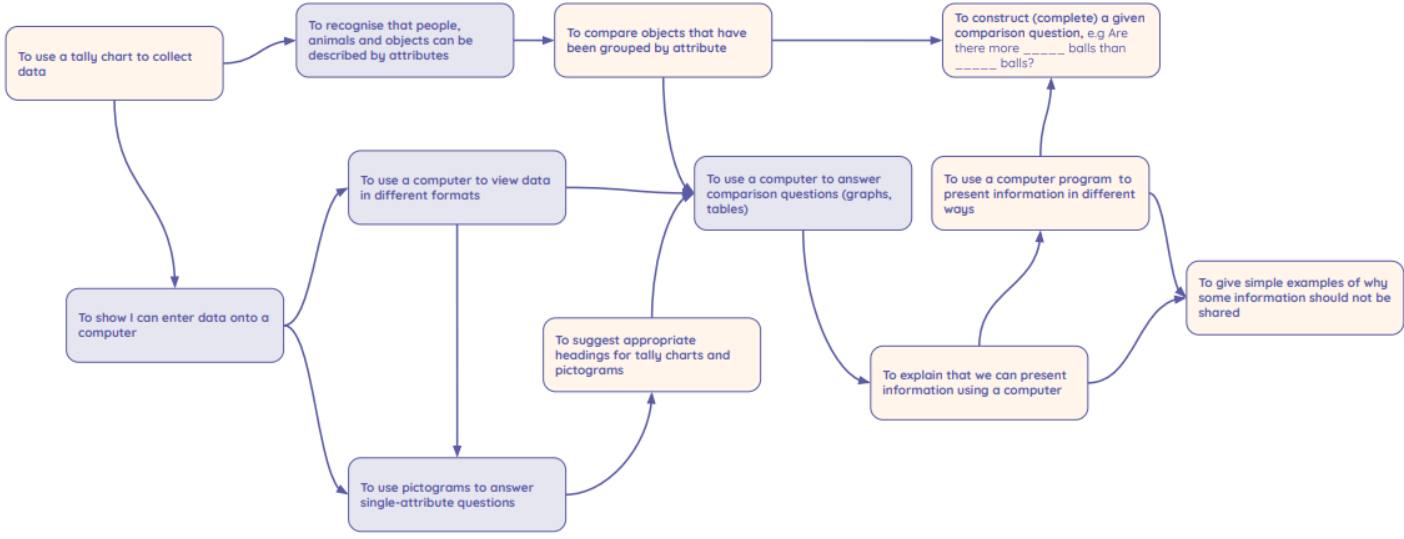

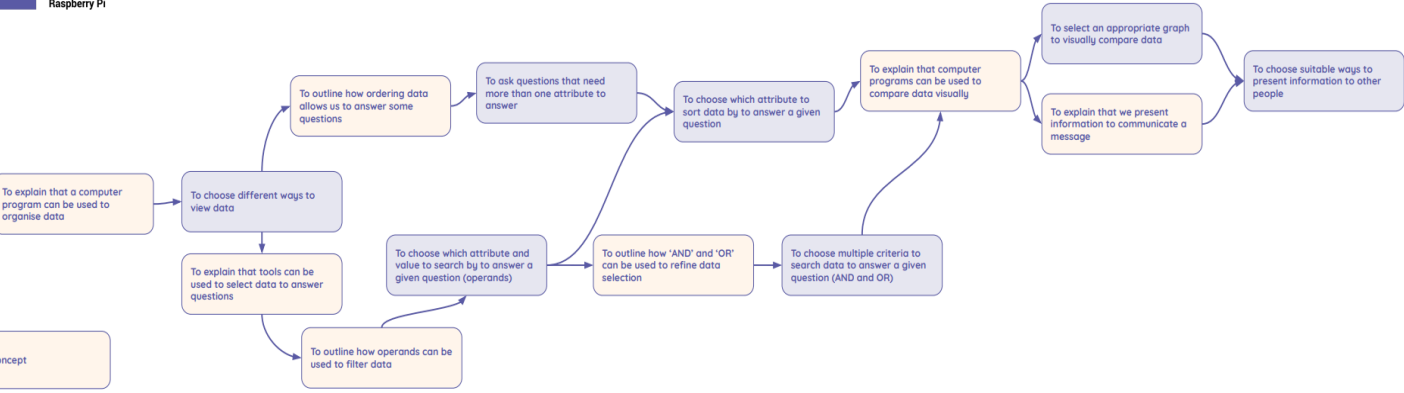
6

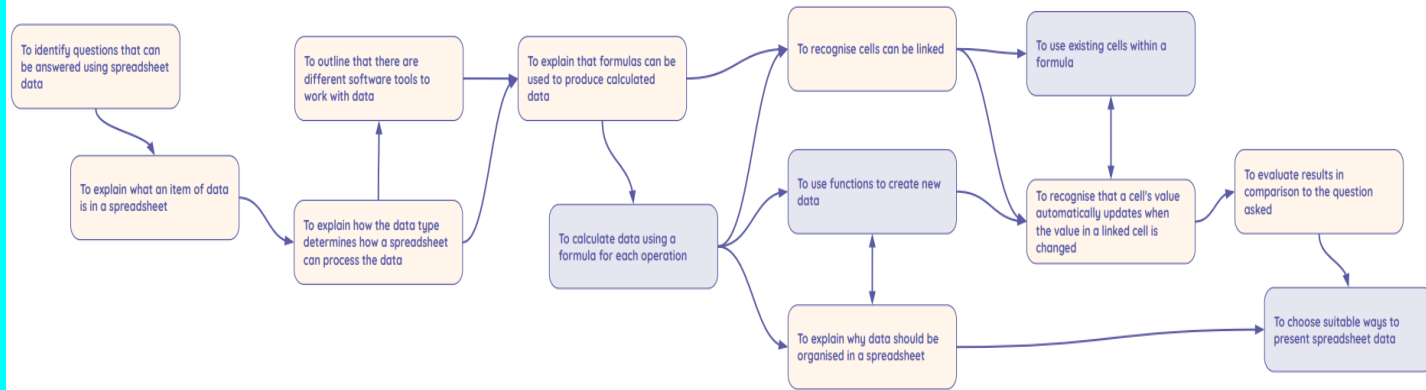


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communication, protocol, data, address, Internet Protocol (IP), Domain Name Server (DNS), packet, header, data payload, chat, explore, slide deck, reuse, remix, collaboration, internet, public, private, oneway, two-way, one-to-one, one-to-many.

Data and Information

Year	Concepts and Skills	Vocabulary
2	<p>  Learning graph Year 2 – Pictograms </p>  <pre> graph TD A[To use a tally chart to collect data] --> B[To recognise that people, animals and objects can be described by attributes] A --> C[To show I can enter data onto a computer] B --> D[To compare objects that have been grouped by attribute] C --> E[To use a computer to view data in different formats] C --> F[To use pictograms to answer single-attribute questions] D --> G[To use a computer to answer comparison questions (graphs, tables)] E --> G F --> H[To suggest appropriate headings for tally charts and pictograms] G --> I[To explain that we can present information using a computer] H --> I I --> J[To use a computer program to present information in different ways] I --> K[To give simple examples of why some information should not be shared] J --> L[To construct (complete) a given comparison question, e.g Are there more _____ balls than _____ balls?] K --> L </pre>	<p> more than, less than, most, least, common, popular, organise, data, object, tally chart, votes, total, pictogram, enter, data, compare, objects, count, explain, attribute, group, same, different, conclusion, block diagram, sharing </p>
5	<p>  Learning graph Year 5 – Data and information - Flat-file Databases </p>  <pre> graph TD A[To explain that a computer program can be used to organise data] --> B[To choose different ways to view data] B --> C[To outline how ordering data allows us to answer some questions] B --> D[To explain that tools can be used to select data to answer questions] C --> E[To ask questions that need more than one attribute to answer] D --> E D --> F[To outline how operands can be used to filter data] E --> G[To choose which attribute to sort data by to answer a given question] F --> G F --> H[To choose which attribute and value to search by to answer a given question (operands)] G --> I[To explain that computer programs can be used to compare data visually] H --> I H --> J[To outline how 'AND' and 'OR' can be used to refine data selection] I --> K[To select an appropriate graph to visually compare data] I --> L[To explain that we present information to communicate a message] J --> M[To choose multiple criteria to search data to answer a given question (AND and OR)] K --> N[To choose suitable ways to present information to other people] L --> N M --> N </pre> <p> Concept Skill </p> <p> <small>Resources are updated regularly – the latest version is available at nccpe.ac.uk. This resource is licensed under the Open Government Licence, version 3. For more information on this licence, see nccpe.ac.uk.</small> </p>	<p> database, data, information, record, field, sort, order, group, search, value, criteria, graph, chart, axis, compare, filter, presentation. </p>



data, collecting, table, structure, spreadsheet, cell, cell reference, data item, format, formula, calculation, spreadsheet, input, output, operation, range, duplicate, sigma, propose, question, data set, organised, chart, evaluate, results, sum, comparison, software, tools.

Online Safety

Year	Concepts and Skills	Vocabulary																				
1	<p>...all children should be able to:</p> <ul style="list-style-type: none"> know what 'digital footprint' means; know that people can use the information they put online; know that a digital footprint contains information about a person; identify keywords that will give good search results; use a website to search for information; begin to identify possible dangers online; identify websites suitable for their age; know when to ask an adult for advice about accessing a website; know what to do if a website makes them uncomfortable; talk about what people might want to know about a website; give their opinion about a website; say what they like and dislike about a website; begin to consider who a website could be aimed at; identify unkind online behavior; know what to do if they think someone is being unkind to them online; know how to safely search for information online; choose appropriate websites for their age. 	<table border="1"> <thead> <tr> <th colspan="2" data-bbox="1234 224 2028 264">Key Vocabulary</th> </tr> </thead> <tbody> <tr> <td data-bbox="1234 264 1415 362">digital device</td> <td data-bbox="1415 264 2028 362">Any piece of equipment that contains a computer or microcontroller, such as a smartphone, smartwatch or laptop.</td> </tr> <tr> <td data-bbox="1234 362 1415 427">digital footprint</td> <td data-bbox="1415 362 2028 427">A digital footprint is a trail of information you leave behind when using apps and websites.</td> </tr> <tr> <td data-bbox="1234 427 1415 492">Internet</td> <td data-bbox="1415 427 2028 492">A large network of computers connected to each other all around the world.</td> </tr> <tr> <td data-bbox="1234 492 1415 557">keyword</td> <td data-bbox="1415 492 2028 557">The words we use when searching on a search engine, such as Google or KidRex.</td> </tr> <tr> <td data-bbox="1234 557 1415 654">online</td> <td data-bbox="1415 557 2028 654">Going online means connecting to the Internet. When you go online, you can connect to other places and other people.</td> </tr> <tr> <td data-bbox="1234 654 1415 751">personal information</td> <td data-bbox="1415 654 2028 751">This is information about yourself that can be used to identify you, such as your name or date of birth. Personal information should be kept private.</td> </tr> <tr> <td data-bbox="1234 751 1415 816">private</td> <td data-bbox="1415 751 2028 816">Keeping something private means not sharing information with anyone that you do not know.</td> </tr> <tr> <td data-bbox="1234 816 1415 881">search</td> <td data-bbox="1415 816 2028 881">You can use the Internet to search for information on a website.</td> </tr> <tr> <td data-bbox="1234 881 1415 914">website</td> <td data-bbox="1415 881 2028 914">A collection of web pages grouped together.</td> </tr> </tbody> </table>	Key Vocabulary		digital device	Any piece of equipment that contains a computer or microcontroller, such as a smartphone, smartwatch or laptop.	digital footprint	A digital footprint is a trail of information you leave behind when using apps and websites.	Internet	A large network of computers connected to each other all around the world.	keyword	The words we use when searching on a search engine, such as Google or KidRex.	online	Going online means connecting to the Internet . When you go online , you can connect to other places and other people.	personal information	This is information about yourself that can be used to identify you, such as your name or date of birth. Personal information should be kept private .	private	Keeping something private means not sharing information with anyone that you do not know.	search	You can use the Internet to search for information on a website .	website	A collection of web pages grouped together.
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2	<p>...all children should be able to:</p> <ul style="list-style-type: none"> type their name on a piece of work they have created; open a web browser; recall some of the SMART rules for Internet safety; know who to tell if someone online asks for personal information; understand why email is a good way to communicate. <p>...most children will be able to:</p> <ul style="list-style-type: none"> type their name and the date on a piece of work they have created; choose the correct Safe Search filter when using a search engine; make links between the online and offline world; recall all of the SMART rules for Internet safety; recognise which personal information they should keep safe from strangers; help to construct an email. 	<table border="1"> <thead> <tr> <th colspan="2" data-bbox="1234 951 2028 992">Key Vocabulary</th> </tr> </thead> <tbody> <tr> <td data-bbox="1234 992 1415 1073">copyright</td> <td data-bbox="1415 992 2028 1073">If you create something then it belongs to you. This means that you own the copyright and can decide what happens to your creation.</td> </tr> <tr> <td data-bbox="1234 1073 1415 1138">email</td> <td data-bbox="1415 1073 2028 1138">A way to send and receive digital messages over the Internet.</td> </tr> <tr> <td data-bbox="1234 1138 1415 1203">Internet</td> <td data-bbox="1415 1138 2028 1203">A large network of computers connected to each other all around the world.</td> </tr> <tr> <td data-bbox="1234 1203 1415 1268">online</td> <td data-bbox="1415 1203 2028 1268">Going online means connecting to the Internet. When you go online, you can connect to other places and other people.</td> </tr> <tr> <td data-bbox="1234 1268 1415 1365">personal information</td> <td data-bbox="1415 1268 2028 1365">This is information about yourself that can be used to identify you, such as your name or date of birth. Personal information should be kept private.</td> </tr> <tr> <td data-bbox="1234 1365 1415 1430">save</td> <td data-bbox="1415 1365 2028 1430">Store a file so that you can keep what you have done and open it up again later.</td> </tr> <tr> <td data-bbox="1234 1430 1415 1495">search engine</td> <td data-bbox="1415 1430 2028 1495">A software program that allows you to use the Internet to find information on a website.</td> </tr> <tr> <td data-bbox="1234 1495 1415 1531">website</td> <td data-bbox="1415 1495 2028 1531">A collection of web pages grouped together.</td> </tr> </tbody> </table>	Key Vocabulary		copyright	If you create something then it belongs to you. This means that you own the copyright and can decide what happens to your creation.	email	A way to send and receive digital messages over the Internet .	Internet	A large network of computers connected to each other all around the world.	online	Going online means connecting to the Internet . When you go online , you can connect to other places and other people.	personal information	This is information about yourself that can be used to identify you, such as your name or date of birth. Personal information should be kept private.	save	Store a file so that you can keep what you have done and open it up again later.	search engine	A software program that allows you to use the Internet to find information on a website .	website	A collection of web pages grouped together.		
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<p>3</p>	<ul style="list-style-type: none"> ● Recognise the ways in which digital devices can be distracting. ● Identify how they feel when others are distracted by their devices. ● Identify ideal device-free moments for themselves and others. ● Recognise the kind of information that is private. ● Understand that they should never give out private information online. ● Learn that the information they share online leaves a digital footprint or "trail" ● Explore what information is OK to be shared online ● Compare and contrast how they are connected to different people and places, in person and on the internet ● Demonstrate an understanding of how people can connect on the internet ● Understand what online meanness can look like and how it can make people feel ● Identify ways to respond to mean words online, using S-T-O-P ● Explain how giving credit is a sign of respect for people's work ● Learn how to give credit in their schoolwork for content they use from the internet 	<p>Attention - noticing someone or something as important Community - people who share a common neighbourhood, background, or interests Concentration - giving your full attention to a specific activity Credit - giving recognition to a person that created something Digital footprint - a record of what you do online, including the sites you visit and the things you share Distraction - something that keeps you from giving your full attention Internet - a worldwide network that connects people using computers, phones, or other devices Online - using a computer, phone, or tablet to visit a website or app Permanent - something that lasts forever Private - something that you should keep to yourself Private information - information about you that can be used to identify who you are Respect - showing that you appreciate someone</p>
<p>4</p>	<ul style="list-style-type: none"> ● Examine both in-person and online responsibilities. ● Describe the Rings of Responsibility as a way to think about how our behavior affects ourselves and others. ● Identify examples of online responsibilities to others. ● Define the term "password" and describe a password's purpose. ● Understand why a strong password is important. ● Practice creating a memorable and strong password. ● Consider how posting selfies or other images will lead others to make assumptions about them. ● Reflect on the most important parts of their unique identity. ● Identify ways they can post online to best reflect who they are. ● Define what a community is, both in person and online. ● Explain how having norms helps people in a community achieve their goals. ● Create and pledge to adhere to shared norms for being in an online community. ● Understand that it's important to think about the words we use, because everyone interprets things differently. ● Identify ways to respond to mean words online, using S-T-O-P. ● Decide what kinds of statements are OK to say online and which are not. ● Recognise that photos and videos can be altered digitally. ● Identify different reasons why someone might alter a photo or video. ● Analyze altered photos and videos to try to determine why. 	<p>Advertising - messages or photos that are made to persuade someone to buy a certain product Alter - to change the way something looks, sometimes using a computer or other digital tools Assumption - something that someone thinks is true, but in reality, may or may not be Community - a group of people who share the same interests or goals Digital citizen - someone who uses technology responsibly to learn, create, and participate Empathy - to imagine the feelings that someone else is experiencing Identity - different parts of your culture, experiences, and interests that make you unique Interpret - to understand something based on our point of view Norm - a way of acting that everyone in a community agrees to Password - a secret string of letters, symbols, and numbers that you can use to restrict who can access something digital Persuade - to cause someone to believe something Photo retouching - digital alteration of a photo to enhance the way someone looks (removing of wrinkles, clearing of skin, changing their body, etc.) Phrase - a group of words that go together and are easy to remember Pledge - a promise or an oath that one makes Responsibility - a duty you have to yourself or others Selfie - a picture you take of of yourself, usually with a phone Symbol - a character other than a number or letter, such as #, !, or @. Username - a name you create to sign into a website, app, or game</p>

- Learn the "What? When? How Much?" framework for describing their media choices.
- Use this framework and their emotional responses to evaluate how healthy different types of media choices are.
- Begin to develop their own definition of a healthy media balance.
- Identify the reasons why people share information about themselves online.
- Explain the difference between private and personal information.
- Explain why it is risky to share private information online.
- Define the term "digital footprint" and identify the online activities that contribute to it.
- Identify ways they are -- and are not -- in control of their digital footprint.
- Understand what responsibilities they have for the digital footprints of themselves and others.
- Define "social interaction" and give an example.
- Describe the positives and negatives of social interaction in online games.
- Create an online video game cover that includes guidelines for positive social interaction.
- Reflect on the characteristics that make someone an upstanding digital citizen.
- Recognise what cyberbullying is.
- Show ways to be an upstander by creating a digital citizenship superhero comic strip.
- Define "copyright" and explain how it applies to creative work.
- Describe their rights and responsibilities as creators.
- Apply copyright principles to real-life scenarios.

Attribute - giving credit to the person who created something, such as listing the author's name and date, or a citation

Copyright - legal protection that a creators have over the things they create

Cyberbullying - using digital devices, sites, and apps to intimidate, harm, and upset someone

Digital citizen - someone who uses technology responsibly to learn, create, and participate

Digital footprint - a record of what you do online, including the sites you visit and the things you post; it can also include things that others post that involve you

Digital media - information that comes to us through the internet, often through a tablet, smartphone, or laptop

Inference - an educated guess based on evidence

intellectual property - the ownership of something you create, giving you a right to how others use it

Hardwired - something you are born with

Griefing - irritating or angering people in video games by being mean, destructive, or cheating

License - a clear way to define the type of copyright creative work has so others know how they can use it

Media - all of the ways that large groups of people get and share information (TV, books, internet, newspapers, phones, etc).

Media balance - using media in a way that feels healthy and in balance with other life activities (family, friends, school, hobbies, etc).

Media choices - time spent watching, listening to, reading, or creating media.

Online video game - a video game that is played through the internet

Personal information - information about you that cannot be used to identify you because it is also true for many other people (e.g. your hair colour or the city you live in)

Plagiarism - using someone's creative work without providing attribution

Private information - information about you that can be used to identify you because it is unique to you (e.g. your full name or your address)

Register (online) - to enter your information in order to sign up and get access to a website or app

Responsibility - a duty you have to yourself or others

Social interaction - talking or messaging with people to develop friendship or community

Upstander - a person who supports and stands up for someone else

- Reflect on how balanced they are in their daily lives.
- Consider what "media balance" means, and how it applies to them.
- Create a personalised plan for healthy and balanced media use.
- Define "the curiosity gap."
- Explain how clickbait uses the curiosity gap to get your attention.
- Use strategies for avoiding clickbait.
- Define "gender stereotype" and describe how they can be present online.
- Describe how gender stereotypes can lead to unfairness or bias.
- Create an avatar and a poem that show how gender stereotypes impact who they are.
- Compare and contrast different kinds of online-only friendships.
- Describe the benefits and risks of online-only friendships.
- Describe how to respond to an online-only friend if the friend asks something that makes them uncomfortable.
- Recognise similarities and differences between in-person bullying, cyberbullying, and being mean.
- Empathise with the targets of cyberbullying.
- Identify strategies for dealing with cyberbullying and ways they can be an upstander for those being bullied.
- Understand the purposes of different parts of an online news page.
- Identify the parts and structure of an online news article.
- Learn about things to watch out for when reading online news pages, such as sponsored content and advertisements.

Advertising - messages or photos that are made to persuade someone to buy a certain product

Article - A written story in a newspaper, magazine, or online news site

Avatar - An image or character that represents a person online

Balance - All of the parts are in the correct -- though not necessarily equal -- proportions

Benefit - Something positive that results from a situation

Bias - An unfair belief about a person or group based on a stereotype

Bully - The person who is doing the bullying

Bullying - Unwanted and aggressive verbal, social, or physical behaviour towards another

Bystander - Someone who sees a bullying or cyberbullying situation, but doesn't do anything to stop it

Clickbait - An image or headline that tries to get you to click on it, usually for advertising purposes

Commercial - Intended to make money.

Curiosity Gap - The desire people have to figure out missing information

Cyberbullying - using digital devices, sites, and apps to intimidate, harm, and upset someone

Digital media - information that comes to us through the internet, often through a tablet, smartphone, or laptop

Empathy - To imagine the feelings that someone else is experiencing

Gender stereotypes - Oversimplified ideas about how women and men are or should be

Headline - The title of an article, usually printed in big, bold letters at the top

Inference - an educated guess based on evidence

Media - all of the ways that large groups of people get and share information (TV, books, internet, newspapers, phones, etc).

Media balance - using media in a way that feels healthy and in balance with other life activities (family, friends, school, hobbies, etc).

Media choices - time spent watching, listening to, reading, or creating media.

News - New information about recent or important events

Personal information - information about you that cannot be used to identify you because it is also true for many other people (e.g. your hair colour or the city you live in)

Private information - information about you that can be used to identify you because it is unique to you (e.g. your full name or your address)

Risk - Something negative or dangerous that could come from a situation

Target - The person who is on the receiving end of the bullying

Upstander - a person who supports and stands up for someone else