

Skills Progression for computing

Strand	Stage One	Stage Two	Stage Three	Stage Four	Stage Five	Stage Six	Stage Seven
assessment code	Comp 1.1	Comp 1.2	Comp 1.3	Comp 1.4	Comp 1.5	Comp 1.6	Comp 1.7
#1 computer science	<ol style="list-style-type: none"> 1. Create simple programs within an App. 2. Work with various forms of input. 	<ol style="list-style-type: none"> 1. Understand that programs run by following precise instructions. 2. Predict the behaviour of simple programs. 3. Understand and use algorithms. 	<ol style="list-style-type: none"> 1. 'Debug' simple programs. 2. Work with various forms of output. 	<ol style="list-style-type: none"> 1. Work with variables. 2. Create programs that accomplish specific goals. 	<ol style="list-style-type: none"> 1. 'Debug' and improve programs that accomplish specific goals. 2. Use repetition and selection in programs. 	<ol style="list-style-type: none"> 1. Control or simulate physical systems. 2. Use randomness in code for purposeful effect. 	<ol style="list-style-type: none"> 1. Write code that performs calculations with variables. 2. Design, create and test own app or website.

assessment code	Comp 2.1	Comp 2.2	Comp 2.3	Comp 2.4	Comp 2.5	Comp 2.6	Comp 2.7
#2 Information Technology	<ol style="list-style-type: none"> 1. Use Apps to support learning 	<ol style="list-style-type: none"> 1. Use a variety of software to accomplish set goals. 2. Use technology to create and store digital content. 	<ol style="list-style-type: none"> 1. Use the Internet effectively, including search technologies. 2. Collect information and present it to someone else. 3. Use technology to organise and manipulate digital content. 	<ol style="list-style-type: none"> 1. Create video as part of learning. 2. Plan and create animation. 3. Combine a variety of software to accomplish given goals. 	<ol style="list-style-type: none"> 1. Recognise how search results are selected and ranked. 2. Create music / sound using technology. 	<ol style="list-style-type: none"> 1. Edit video, bringing together different media elements for purposeful effect 2. Collect and analyse different types of data using technology. 	<ol style="list-style-type: none"> 1. Describe the hardware infrastructure that allows computers and networks to function. 2. Explain how network services function, such as the World Wide Web and online storage.

assessment code	Comp 3.1	Comp 3.2	Comp 3.3	Comp 3.4	Comp 3.5	Comp 3.6	Comp 3.7
#3 Digital Literacy	<ol style="list-style-type: none"> 1. Explain where to go for help when something on the Internet worries me. 2. Type my name. 	<ol style="list-style-type: none"> 1. Use technology respectfully. 2. Talk about uses of digital technology outside of school. 3. Type and edit text for purpose with good accuracy. 	<ol style="list-style-type: none"> 1. Understand what personal information is and that it is best not to post it on the Internet. 2. Type to achieve a specific goal, including accurate punctuation. 3. Understand the need for rules to help stay safe online. 	<ol style="list-style-type: none"> 1. Recognise acceptable & unacceptable online behaviour. 2. Identify a range of ways to report concerns about contact and content. 	<ol style="list-style-type: none"> 1. Respond to e-safety scenarios with sensible advice 2. Be discerning in evaluating digital content. 3. Edit and improve on-screen writing, including spell-check and thesaurus use. 	<ol style="list-style-type: none"> 1. Understand the concept of cyber bullying and what to do if I think it is occurring. 2. Explain the concept of a 'digital footprint' and the problems it can create. 	<ol style="list-style-type: none"> 1. Use computer networks for communication and collaboration. 2. Critically assess and cross-reference digital resources I have found.