



St Joseph's Computing and Online Safety Progression of Skills

Year Group	<u>Computer Science</u>	<u>Information Technology</u>	<u>Digital Literacy</u>	<u>Online Safety</u>	<u>Key Vocabulary</u>
Year 1	Understands what algorithms are and that programs follow precise instructions (e.g., Purple Mash Coding).	Uses simple software to create, save, and retrieve digital content (e.g., Animated Stories, Making Beats).	Recognises common uses of IT beyond school (e.g., tablets, phones, online games).	Knows how to keep personal information private and who to tell if something makes them uncomfortable online.	algorithm, instruction, sequence, program, code, bug, debug, device, save, open, file, keyboard, mouse, touchscreen, login, logout, Internet, website, link, online, password, personal information, safe, kind, trust, report
Year 2	Creates and tests simple programs, debugging with guidance (e.g., 2Code).	Uses software to collect and present data (e.g., spreadsheets, pictograms).	Understands how IT is used for communication and presentation (e.g., Presenting Ideas).	Understands what personal information is and how to use secure passwords.	algorithm, program, command, debug, repeat, data, chart, graph, spreadsheet, presentation, search, keyword, browser, Internet, online, private, password, personal information, digital footprint, cyberbullying, report, respect

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Year 3	Designs, writes, and debugs simple programs using sequence and repetition.	Selects, uses, and combines software on iPads to achieve specific goals (e.g., email, presentations).	Uses digital tools to organise and analyse data (e.g., Branching Databases).	Understands how online actions can affect others; recognises and reports inappropriate behaviour.	input, output, sequence, selection, repetition, variable, email, attachment, address, network, database, branch, spreadsheet, chart, presentation, digital, edit, upload, download, copyright, permission, secure, privacy, behaviour, block, report
Year 4	Uses sequence, selection, and repetition in programs; understands how hardware and software work together.	Creates and edits digital content using multimedia apps (e.g., animation, sound stories).	Evaluates digital work for effectiveness and accuracy.	Understands privacy, secure passwords, and how to manage online reputation.	hardware, software, system, logo, command, loop, debug, animation, frame, timeline, multimedia, evaluate, search engine, privacy, secure password, fake news, reliability, reputation, online identity, consent, data, copyright, ownership
Year 5	Uses variables and sensors to design programs that control or simulate systems.	Selects and uses applications for data handling (e.g., spreadsheets, databases, quizzing).	Combines media to create purposeful digital content (e.g., Game Creator, Word Processing).	Understands online relationships and how to recognise and respond to online bullying.	variable, loop, condition, event, sensor, database, field, record, spreadsheet, formula,



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					chart, graph, hyperlink, multimedia, publish, collaboration, online relationships, respectful, empathy, privacy settings, cyberbullying, copyright, plagiarism
Year 6	Designs, writes, and debugs programs using more complex structures (e.g., Python, networks).	Uses technology purposefully to collect, analyse, and present information (e.g., graphing, blogging).	Understands how data travels across networks and the Internet.	Demonstrates responsible online behaviour including managing privacy, copyright, and digital footprints.	algorithm, logic, variable, network, Internet, router, server, LAN, WAN, Python, program, debug, function, simulate, blog, post, comment, hyperlink, digital footprint, phishing, malware, security, privacy, encryption, copyright, licence, reliability, credibility