Y6 COMPUTING PROGRESSION MAP

		Progression Statement	
Computer Science: Problem Solving	Understand the importance of planning, testing and correcting algorithms.	Approaches a wider range of problems thinking computationally, helping them to design other algorithms for other specific outcomes.	Decomposes various problem into smaller parts to design an algorithm for a specific outcome recognising similarities to solutions used before.
Computer Science: Programming	Shows awareness of evaluating the effectiveness and efficiency algorithms, tests programming and debugs. Recognises what variables and	Evaluates the effectiveness and efficiency of algorithm, tests programming and debugs. Uses variables and operators to	Evaluates the effectiveness are efficiency of algorithm, continually tests programmin and debugs with efficiency are fluency.
	operators are. Understands and uses nested loops.	achieve a required output. Gives reasoning for each step within algorithms.	Applies a deeper understandi when using variables and operators to achieve a require output.
	Understand the need for precision when creating algorithms.	Develops more complex flow diagrams.	Uses different inputs (includi sensors) to control a device o onscreen action, predicting what will happen.

Computer Science: Logical thinking	Uses logical reasoning to detect and correct errors in algorithms and programs.	Uses logical thinking, imagination and creativity to improve and extend a program. Use logical reasoning to detect and correct errors in algorithms and programs.	Uses logical thinking, imagination and creativity to improve and extend a program. Use logical reasoning to detect and correct errors in algorithms and programs.
Information Technology: Creating content	Shows awareness of tools to collect data for an investigation. Knows that data collected should be accurate. Presents data collected appropriately. Identifies the potential of familiar technology to improve their creativity. Combines different media, recognising the contribution of each to achieve a particular outcome.	Selects the most effective tool to collect data for an investigation. Checks the data collected for accuracy and plausibility. Interprets data collected, presents it appropriately. Reasons confidently, identifying the potential of unfamiliar technology to increase their creativity. Combines a range of media, recognising the contribution of each to achieve a particular outcome.	Designs and creates a spreadsheet for a specific purpose, incorporating different features of design and function. Creates documents and presentations for a variety of audiences and purposes, considering the appropriateness of text and formatting choices. Presents their documents and presentations to others and consider improvements.

Information Technology: Searching	Uses a range of strategies to increase the accuracy of keyword searches. Makes confident inferences about their effectiveness. Reasons confidently about the way search results are selected and ranked.	Uses a range of strategies to increase the accuracy of keyword searches. Makes confident inferences about their effectiveness. Recognises the importance of copyright and how to acknowledge the sources of information.	Uses a range of strategies to increase the accuracy of keyword searches. Makes confident inferences about their effectiveness. Acknowledges sources of information appropriately. Understands how computer networks work, including the internet.
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Digital Literacy: E-Safety	Explores opportunities networks offer for communication and collaboration between themselves and others. Shows awareness of the positive/ negative impact of what they post online, knowing it can be seen and used.	Regularly explains about secure passwords. Is aware of the various consequences of sharing too much information online. Can explain the consequences	Identifies information that is safe to share and what is not safe to share online. Encourages friends to protect themselves and make good choices online, including reporting concerns to an adult. Understands what is meant by
	Is aware of ways that they can protect their own digital devices from harm.	of spending too much time online or on a game.	cyber-bullying and explore the similarities and differences to bullying.
Digital Literacy: Using IT beyond school	Considers the meanings and possible impact of emojis and text-talk. Identifies the features and implications of a phishing email.	Understands the hidden costs of app usage and in-app purchasing. Recognises privacy settings and the value of implementing them.	Has a growing appreciation of the dangers of spending too long online or playing games.