Mersey Park Computing Progression

Year 6

Computer Science
- Using variables and relational operators
- Scratch: create a multi-level program

Information Technology
- Select the most effective tools
- Recognise the importance of copyright

Digital Literacy
- Check data for accuracy and plausibility
- Accurate key word searches
- Create atmosphere and structure in presentations
- Cyber security
- Responding to Challenges
- Manage contact and conduct appropriately
- Difference between misinformation and disinformation

Year 5

Digital Literacy
- Dangers of building online relationships
- Fake news
- Explain consequences of inappropriate use

Information Technology
- Use spreadsheets and databases in advanced ways
- Acknowledges sources
- Apply media skills to new software (editing images)

Computer Science
- If…Then/If…Else functions
- Garageband: programming a piece of music

Year 4

Computer Science
- Using repeat until and forever loops
- Scratch: asteroid game using repeat loops

Information Technology
- Branching databases
- Data logging
- Create, modify and present for a specific purpose

Digital Literacy
- Use of strong passwords
- Understand media can be edited
- Fake news
- Acceptable/ Unacceptable behaviour

Computer Science
- Using repeat function and different inputs
- Kodu: collection game using IF…

Year 3

Information Technology
- Presenting information Word/Ppt
- Parts of a computer

Computer Science
- Databases and fields of data
- Creating algorithms within software
- Scratch Jnr: block coding

Digital Literacy
- Consider actions and responsibilities
- Use a search engine responsibly

Information Technology
- Convert data to information
- Combine text, graphics and sound
- Share work online

Year 2

Digital Literacy
- Keep personal information private
- Digital footprint
- Reporting content
- Take and edit photos with permission

Computer Science
- Understanding an algorithm
- Lightbot/Beebot/ Codeapillar apps and debugging

Information Technology
- Logging on, understanding the keyboard
- To combine text and pictures

Digital Literacy
- Type, create and format text
- Communicate safely
- Take appropriate photos with permission
- Keep passwords private

Year 1

Computer Science
- Effect of a button
- Programming Floor Robots

Information Technology
- Use a mouse
- Move objects

Digital Literacy
- Ask permission, talk to an adult about worries
- Identify technology

Foundation Stage

- Traditional Tales - strangers