



Computing Information Technology Skills Progression

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Understanding and using computers	<ol style="list-style-type: none"> 1. Move the mouse or trackpad and left click to select an object. 2. Drag and drop with mouse or trackpad to move objects around the screen. 3. Use double click or double tap. 4. Find letters or numbers on keyboard. 5. Begin touch typing with home row keys. 		<ol style="list-style-type: none"> 1. Copy and Paste text and images. 2. Find and replace words. 3. Format text for a purpose. 4. Add bullet points to make lists. 5. Experiment with keyboard shortcuts. 		<ol style="list-style-type: none"> 1. Understand the importance of an operating system and its key features. 2. Demonstrate important operating system skills (organising files etc), if possible, across multiple operating systems. 	<ol style="list-style-type: none"> 1. Show awareness of how computers and digital technology helps us today. 2. Understand how technology has changed over time and represent it as an interactive timeline. 3. Understand the impact (positive/negative) technological changes have on society. 4. Predict how technology will

						change in the future.
Design	<ol style="list-style-type: none"> 1. Change the colour and pattern of elements. 2. Position and rotate objects on a design. 3. Position objects in relation to each other. 4. Use custom colours to make digital art your own. 5. Resize, rotate, flip and arrange objects behind/in front of each other. 		<ol style="list-style-type: none"> 1. Understand and use 3D space on a grid. 2. Design cities/towns for a purpose and to a budget. 3. Re-create or design familiar 3D models using cubes, such as tables and chairs. 4. Use chisel tool to improve and adapt models. 5. Colour individual blocks or whole models. 	<ol style="list-style-type: none"> 1. Create a stop-motion video by duplicating slides that include backgrounds and shapes. 2. Create animation using transition and animation effects (morph, motion paths, pulse etc), including taking and editing a screenshot. 3. Animate individual elements of objects. 4. Create animated GIF files by animating 		<ol style="list-style-type: none"> 1. Add, adjust and fill shapes. 2. Group shapes to improve accuracy and speed. 3. Add and customise gradient effects. 4. Adjust transparency/opacity for a purpose. 5. Use a colour picker correctly. 6. Accurately rotate shapes.

				pixels.		
Digital content creation	<p>Text and images</p> <ol style="list-style-type: none"> 1. Change the background colour of a page. 2. Add, resize and position images (pictures) on a page. 3. Type and position text on a page, if possible using capital letters and punctuation. 4. Label pictures with text. 5. Use word-banks for writing sentences about pictures. <p>Comic creation</p> <ol style="list-style-type: none"> 1. Add, resize and 	<p>eBook creation</p> <ol style="list-style-type: none"> 1. Add a book cover with title, author, colour and image. 2. Add multiple pages based on a theme. 3. Add text on different pages. 4. Add images on different pages to match the theme/text. 5. Add voice recordings to match the text and theme. <p>Animation</p> <ol style="list-style-type: none"> 1. Add a background and objects to a frame 	<p>Comic strips</p> <ol style="list-style-type: none"> 1. Add, resize and organise colour or picture backgrounds. 2. Add, resize, organise characters/objects to different panels. 3. Add narration using text and direct speech using speech bubbles. 4. Save comic with name and title. 5. Add audio recordings (optional). <p>Storyboards</p>	<p>Video editing</p> <ol style="list-style-type: none"> 1. Add scene images. 2. Add scripted voiceover audio, adjust the volume and crop clips (including splitting a clip). 3. Add more clips and use transition effects. 4. Add titles. 5. Use elements such as shapes. 6. Add music background music and adjust the volume. 7. Export a project. <p>eBook creation</p>	<p>App design</p> <ol style="list-style-type: none"> 1. Adjust slide size to mimic a phone/tablet size. 2. Add text and images to a slide. 3. Add icons and text to use as navigation. 4. Duplicate slides to create multiple pages of the app. 5. Create hyperlinks to create navigation. 	<p>Website design</p> <ol style="list-style-type: none"> 1. Create a static homepage. 2. Choose a suitable theme for your website. 3. Change the site identity to a suitable title, tagline and website icon. 4. Upload a suitable header and/or background image. 5. Adjust the website sidebar and add suitable widgets. 6. Add text and images to a page and edit them.

	<p>organise colour or picture backgrounds.</p> <p>2. Add, resize, organise characters/object to different panels.</p> <p>3. Add narration using text and direct speech using speech bubbles.</p>	<p>(including text)</p> <p>2. Copy/clone a frame and move objects to create an animation, including flipping objects.</p> <p>3. Create an animation with multiple objects moving simultaneously.</p> <p>4. Create screen-recording animation (<i>optional, requires iPad</i>).</p> <p>5. Create stop-motion animation with photos (<i>optional, requires iPad</i>).</p> <p>6. Create animated drawings of</p>	<p>1. Add and edit backgrounds.</p> <p>2. Add and edit characters, including changing posture, expression and clothing.</p> <p>3. Add narration and speech bubbles, including formatting text.</p> <p>4. Duplicate objects to match scenes.</p> <p>5. Search for objects to use.</p>	<p>1. Choose a suitable page shape and add a title and subtitle.</p> <p>2. Change the background colour/texture of a page.</p> <p>3. Add, resize and change the colour of a shape then copy and paste it.</p> <p>4. Search for and add suitable images then resize and position them.</p> <p>5. Create another page with a background, image, shapes and text.</p> <p>6. Add an audio recording of the page text,</p>	<p>7. Add multiple pages and edit the navigation, including sub-menus.</p> <p>8. Provide constructive feedback for your classmates' websites.</p>
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		characters by cropping photos and adjusting points of movement.		including hiding it behind an object. 7. Use hyperlinks for navigation between the pages.		
Digital music			<ol style="list-style-type: none"> 1. Create ascending and descending scales. 2. Add chords evenly across the scales. 3. Add arpeggios and melodies. 4. Add a steady and even rhythm. 5. Use sampled sounds to create an effective mix. 6. Build beats, melody (tones) and effects. 		<ol style="list-style-type: none"> 1. Layer tracks using sounds and effects. 2. Use various online samplers and sequencers to create drums patterns and scales. 3. Create effective instrument tracks. 4. Edit tracks and effectively adjust volume and add effects. 	
Digital art	1. Change the		1. Use various			1. Adjust the

	<p>colour of individual pixels to accurately re-create basic artwork.</p> <p>2. Make changes where required.</p> <p>3. Change the colour of individual pixels to accurately re-create detailed artwork.</p> <p>4. Use zoom controls to help fill small shapes.</p>		<p>lines and fill tools plus copy/paste and rotation to create pattern effects.</p> <p>2. Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects.</p> <p>3. Use stamps, copy/paste, layers and multiple frames to create animated GIF computer game graphics.</p>		<p>colours, brightness and contrast to improve a photo.</p> <p>2. Create a before and after slide in presentation software.</p> <p>3. Take and crop a screenshot.</p> <p>4. Add drawing and text layers.</p> <p>5. Import new images as layers and resize them to fit.</p> <p>6. Add colour elements to a black and white image using layers and eraser tools.</p> <p>7. Use Artificial Intelligence (AI) to remove objects</p>
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						from photographs and expand them.
Data handling		<ol style="list-style-type: none"> 1. Understand what data is and collect it as a tally. 2. Use software to label a pictogram and add data to each column. 3. Edit a table with correct titles and numbers. 4. Use software to create a bar chart/pie chart/line chart suitable for the data. 5. Interpret a pictogram/bar chart/line chart. 		<ol style="list-style-type: none"> 1. Change appearance of cells in a spreadsheet (fill colour and border) then add and align text. 2. Find and add data to a spreadsheet, resize cells and use the software to create a suitable chart with a title. 	<ol style="list-style-type: none"> 1. Select and use non-adjacent cells plus resize multiple cell widths and copy/paste cells. 2. Use formulae to find totals, averages and maximum/minimum numbers. 3. Find data and create a spreadsheet to suit it. 4. Search a database for specific information. 	<ol style="list-style-type: none"> 1. Use comprehension skills to find clues that match the column headings of a spreadsheet. 2. Use spreadsheet tools (filters and conditional formatting) to find the specific data to match the clues.