



Computing Progression Grid 2025-2026

Big Idea	Aspect	Year 1	Year 2
Humankind	Communication	Digital technology is used in all parts of everyday life, such as using a tablet to play a game or a microwave to heat food. Some of this digital technology can be used to connect with others locally, such as sharing digital work in the classroom, or globally, such as using Skype on a computer to speak to a friend overseas. Explain simply that digital technology can be used to connect with others locally and globally.	Digital technology, such as email, social media platforms or blogs, can be used by individuals to communicate and connect with others but should be used appropriately, including using language that is not hurtful or disrespectful to others, having adult supervision or following the school's acceptable use policy. Use digital technology appropriately to communicate and connect with others locally and globally.
	Staying safe	Private information includes names, addresses, dates of birth or schools and this information should not be shared online. Any concerns or worries should be reported to a trusted adult. Recognise that some websites ask for private information and discuss how to handle these requests and where to go for help and support.	Some websites are not age-appropriate and so it is important to tell a trusted adult about any concerns or worries. Stay safe online by choosing websites that are appropriate to visit (based on the confidence you have in the author(s) of the website) and know where to go for help and support when they have concerns about content or contact on the internet and other online technologies.
	Digital citizenship	When work is saved electronically, it needs to have a name that identifies it and is easily remembered. Recognise that work they have created belongs to them.	A digital footprint is the information that exists on the internet, following a user's online activity. Recognise that information put online leaves a digital footprint.
Processes	Physical interactions	An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially. Mistakes are called bugs and finding and fixing them is called debugging. Observe and explore outcomes when buttons are pressed in sequences on a robot and identify and debug a simple algorithm.	Robots can be programmed to follow a series of instructions using algorithms. Plan and enter a sequence of instructions using a robot, specifying distance and angle of turn.
Creativity	Creation	Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software. It can be used to create and combine digital content for different audiences and purposes. Select appropriate software to complete given tasks using text, images, audio and video clips.	Multimedia components, such as text, images, audio and video clips, can be created, edited and combined to create content for a range of tasks. Create and edit multimedia components for a range of tasks.
Investigation	Data and computational thinking	An algorithm is a sequence of steps, instructions or rules that is used to perform a specific task. Algorithms can be followed by people or digital equipment. For algorithms to achieve the end goal, instructions have to be accurate and followed sequentially. Follow a sequence of steps to solve a problem and create instructions that others can follow (for floor robots or onscreen sprites).	Computers' behaviour can be predicted and the outcome tested by following the steps of an algorithm and recognising that the computer will follow instructions precisely. Create a simple solution that tests an idea, predict the outcome and test and debug the solution to ensure that it works.
	Networks	When work is saved electronically, it can be stored on a hard drive, a shared drive called a server or online so that it can be opened on the same device or another device at a later time. Show awareness that work they create and save on a computer or tablet can be shown to others using another device.	Computers and devices can be linked in different ways, such as through a network, the internet and Bluetooth. This allows for the sharing of resources. Recognise that computers can be linked to share resources and digital content can be stored, organised and retrieved.
Materials	Hardware	Hardware is the parts of a computer that you can touch, such as a mouse, tablet or floor robot. Use a range of computing hardware for different purposes.	Hardware, such as cameras, scanners and data loggers, can be used to collect data. Use computing hardware in different ways to collect data.
	Software	Software is the programs that are used by a computer, such as word processing software, presentation software or image editing software.	Each type of software, such as word processing, presentation and image editing, can be used for different purposes, including writing



		Begin to use a range of software for different purposes.	reports and creating slide shows or posters. Use different types of software and identify their purposes.
Nature	Real world	Data can be collected manually or using digital technology, such as data loggers. It can be represented in different electronic forms, including charts and tables. Observe how collected data can be represented electronically.	Software is available that can be used to represent collected data digitally, such as in a pictogram or bar chart. Use data handling skills to represent data digitally.
Place and space	Digital world	Software available online, such as email, social media platforms or blogs, can be made by individuals to communicate their ideas. Understand that there are online tools that can help people to create content and communicate.	The internet is used to connect computers or devices around the world. The internet is an important part of life for many people. However some people spend too much time on devices, which can have a negative impact on people's mental and physical health. Recognise some uses of the internet, in simple terms and some of its benefits and drawbacks.
	Real world	Technology is used in many ways to do different jobs, such as using an interactive whiteboard in the classroom, using a tablet to do online shopping at home or using scanners in a shop in the community. Recognise the ways digital technology can be used in the classroom, home and community.	Digital technology is used in everyday life and can be used to support learning and connect with others. Recognise why digital technology is used in the classroom, home and community.
Comparison	Digital searching	To search for digital content, the user needs to know the file name, file type and folder name or keywords and search terms to find the correct information. Search for or retrieve digital content, including images and information, in digital folders and online, with supervision.	A device is online if it is connected to the internet or a network and can communicate with other devices. A device is offline if it is not connected to the internet or network and cannot connect to other devices. Recognise and demonstrate that some information can be found online and some offline.