Primary Phase Skills Progression (Computing)

Overview

Computing is designed to develop students understanding and apply their skills to the principles of computer science, algorithms, practical experience, e-safety and the use of a range of applications and software. It offers a cross-curricular approach in supporting their preparation for adulthood and future in a digital and technological world.

Developing Skills with SOLO taxonomy				
Prestructural	Unistructural	Multi	Relate	Extend
(no verbs – exploring and needs support)	Define Identify Label (simple procedure)	Memorise Define Name Match Recall Describe Outline List	Sequence Compare and contrast Explain effects Distinguish Question Classify Explain causes Analyse Organise	Generalise Evaluate Prove Justify Predict Reflect Argue Prioritise Construct Generate

Sensory SOLAR P1(i)-P3(ii)	Semi-Formal SOLAR P4-P7	Formal SOLAR P8 onwards (KS3)
Early skills for learning: - Respond to the teacher - Attention during activity - Familiar and repetitive actions - Engage in activity - React to teacher, activity and peers - Repeat actions - Engage in activity with teacher or peer - React to stimuli - Express themselves	Beginning to develop skills for learning: - Use of the mouse & keyboard - Use of a range of devices - Symbols and pictures - Listen to and sequence - Wider range of applications - Repeat actions and use of applications	Extend skills for learning: - Print, save and retrieve work - Use a wider range of features common to word applications - Be able to use and choose a range of Apps and software with independence - Understand safety on a range of devices - Copy text, use data, programming tools, camera and emails effectively - Use software for digital literacy skills

• Early problem solving
• Exploration using sensory and practical equipment
• Communication
 	
Explore a range of applications for learning (ipad).
 	
Explore cause and effect using technology.
 	
Explore the use of augmented technology for communication opportunities.
	Understand cause and effect using a range of technology, applications, programs and augmented devices.
	
	Begin to use simple algorithms & programming on the computer and ipad.
	
	Use Beebots for early programming.
	
	Begin to understand the common use of technology for everyday use (communicating, sharing information, playing games).
	
	Begin to understand the need for e-safety in own lives.
	
	Beginning to extend skills for learning:
	    • Extend use of the mouse, keyboard
	    • Use ICT to interact with peers
	    • Select appropriate programs and devices
	    • Use control devices
	    • Extend use of software
	    • Repeat procedures using applications
	    • Load and choose programs
	
	Extend the use of algorithms & programming on the computer and ipad using control, simulation, sequencing and repetition.
	
	Use Beebots/programmable devices for extending programming.	

	To understand the common use of technology for everyday use (communicating, sharing information, playing games, work, applying best skills for job). To understand the need for e-safety in own lives and extend to behaviour, concerns and reporting, use of software).	