allangels' primaryfederation
Clover Hill V.A. Infant & Nursery School
& St. Michael's V.A. Junior School,
Bowthorpe, Norwich

Computers & E-safety- Progression Document

Nursery	Reception	Year 1	Year 2
Being Imaginative and Expressive The use of educational apps Photography and videos Interactive whiteboard games **Listening, Attention and Understanding** The use of educational apps Photography and videos Interactive whiteboard games **Fine Motor Skills** The use of educational apps Photography and videos Interactive whiteboard games. **Numerical patterns** The use of educational apps. Photography and videos Interactive whiteboard games.	**Being Imaginative and Expressive** The use of educational apps Photography and videos Interactive whiteboard games Using QR codes Tapestry – Learning Journals **Listening, Attention and Understanding** The use of educational apps Photography and videos Interactive whiteboard games. Using QR codes Tapestry – Learning Journals **Fine Motor Skills** The use of educational apps Photography and videos Interactive whiteboard games. Using QR codes Tapestry – Learning Journals **Numerical patterns** The use of educational apps Photography and videos Interactive whiteboard games. Using QR codes	**Technology around us** Recognising technology in school and using it responsibly **Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally **Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes. **Grouping data** Exploring object labels, then using them to sort and group objects by properties. **Digital writing** Using a computer to create and format text, before comparing to writing non-digitally. **Programming animations** Designing and programming the movement of a character on screen to tell stories.	**Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond. **Digital photography** Capturing and changing digital photographs for different purposes. **Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions. **Pictograms Collecting** data in tally charts and using attributes to organise and present data on a computer. **Digital music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition. **Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.