Church Aston Infant School Programming Progression

Computer Science: Programming – Cycle 1	
Unit	**Key Knowledge**
EYFS	• To follow instructions • To understand the word algorithm • To follow a simple algorithm • To create a simple algorithm • To create an algorithm using forwards and backwards • To use a single left or right turn in an algorithm
Yr 1 Prog A – Moving a Robot (Beebot)	• To explain what a given command will do • To act out a given word • To combine 'forwards' and 'backwards' commands to make a sequence • To combine four direction commands to make sequences • To plan a simple program • To find more than one solution to a problem
Yr 2 Prog A – Robot Algorithms	• To describe a series of instructions as a sequence • To explain what happens when we change the order of instructions • To use logical reasoning to predict the outcome of a program • To explain that programming projects can have code and artwork • To design an algorithm • To create and debug a program that I have written

Church Aston Infant School Programming Progression

Computer Science: Programming – Cycle 2	
Unit	**Key Knowledge**
EYFS	• To follow instructions • To understand the word algorithm • To follow a simple algorithm • To create a simple algorithm • To create an algorithm using forwards and backwards • To use a single left or right turn in an algorithm
Yr 1 Prog B – Programming Animations (Scratch Jnr)	• To choose a command for a given purpose • To show that a series of commands can be joined together • To identify the effect of changing a value • To explain that each sprite has its own instructions • To design the parts of a project • To use my algorithm to create a program
Yr 2 Prog B – Programming Quizzes (Scratch Jnr)	• To explain that a sequence of commands has a start • To explain that a sequence of commands has an outcome • To create a program using a given design • To change a given design • To create a program using my own design • To decide how my project can be improved

Church Aston Infant School Programming Progression

Computer Science: Programming	
Unit	**Key Knowledge**
EYFS	• To follow instructions • To understand the word algorithm • To follow a simple algorithm • To create a simple algorithm • To create an algorithm using forwards and backwards • To use a single left or right turn in an algorithm
Cycle A Beebots	Moving a Robot • To explain what a given command will do • To act out a given word • To combine 'forwards' and 'backwards' commands to make a sequence • To combine four direction commands to make sequences • To plan a simple program • To find more than one solution to a problem Robot Algorithms • To describe a series of instructions as a sequence • To explain what happens when we change the order of instructions • To use logical reasoning to predict the outcome of a program • To explain that programming projects can have code and artwork • To design an algorithm • To create and debug a program that I have written

Church Aston Infant School Programming Progression

Cycle B Scratch Jnr	Programming Animations • To choose a command for a given purpose • To show that a series of commands can be joined together • To identify the effect of changing a value • To explain that each sprite has its own instructions • To design the parts of a project • To use my algorithm to create a program Programming Quizzes • To explain that a sequence of commands has a start • To explain that a sequence of commands has an outcome • To create a program using a given design • To change a given design • To create a program using my own design • To decide how my project can be improved