

Chatsworth Class – Year 1

Computing Knowledge Progression

Term / unit	Builds on	Knowledge progression	Computing skills / application	Key vocabulary	Where this leads next
Advent 1 – Computing systems: Using computers	Reception mouse, keyboard and hardware experience.	Know what a computer is; recognise common digital devices; understand logging in, software and saving work; know that digital devices can work together.	Log in; open and use software; save work; identify computers and connected devices.	computer; device; software; login; save; file; keyboard; mouse	Supports purposeful use of digital tools and later computer-system knowledge.
Advent 2 – Programming 1: Commands unplugged	Reception instructions and Bee-Bot sequences.	Know that commands are precise instructions and that sequences must be ordered; understand that incorrect instructions can be fixed through debugging.	Follow and create command sequences; predict outcomes; identify and correct errors.	command; instruction; sequence; algorithm; debug; program; predict	Builds towards Bee-Bot programming and Year 2 algorithms.
Lent 1 – Creating media: Digital designers 1	Basic mouse control and use of software.	Know that digital tools can create and change images/designs; choices of shape, line and other features affect the finished product.	Use drawing/design tools; select and manipulate elements; save and review digital work.	digital; design; image; shape; line; tool; select; edit; save	Develops purposeful digital-content creation.
Lent 2 – Programming 2: Bee-Bots	Commands, sequences and debugging.	Know that a Bee-Bot follows an algorithm; commands can be combined into routes; programs need testing and debugging to reach an intended outcome.	Plan, enter, test and debug Bee-Bot programs; give precise directional commands.	Bee-Bot; algorithm; program; command; route; direction; debug; sequence	Prepares for more abstract block coding and algorithm efficiency.
Pentecost 1 – Creating media: Digital designers 2	Digital-design tools and saving work.	Know that digital content can be refined for a purpose; understand that tools can alter layout and appearance and that work can be evaluated and improved.	Create, edit and refine a digital design; make purposeful choices; evaluate against an intended outcome.	layout; edit; resize; arrange; design; purpose; evaluate; improve	Supports later multimedia, animation, websites and presentation work.
Pentecost 2 – Data handling: Introduction to data	Reception sorting and pictograms.	Know what data is and why it is useful; understand that data can be gathered and represented in different ways; know that branching databases use questions to sort information.	Collect and record data; interpret picture data; create/use a simple branching database; communicate findings.	data; record; collect; pictogram; branching database; question; category; information	Leads to KS1 databases and increasingly structured data handling.