



Computing Progression - Computing Systems: Understand what a computer is, and how its constituent parts function together as a whole.

Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Across KS1 pupils will:	In lower KS2 pupils will:	In upper KS2 pupils will:
Explain technology as something that helps us and locate examples of technology in the classroom. Identify rules to keep them safe and healthy when they are using technology in and beyond the home. Identify examples of, and describe some uses of, computers. Identify that a computer is a part of IT, talk about uses of IT, the need to use IT in different ways and sort school IT by what it's used for. Explain the need to use IT in different ways. Name the main parts of a computer. Switch on and log into a computer. Use a mouse to click and drag, open a program and create a picture. Save work to, and open from, a file. Say what a keyboard is for, type their name and delete letters. Use the arrow keys to move the cursor. Explain what they did to capture a digital photo.	Explain that digital devices accept inputs and produce outputs Classify input and output devices Recognise similarities between using digital devices and non-digital tools. Discuss why we need a network switch. Explain how messages are passed through multiple connections. Explain the role of a switch, server, and wireless access point in a network. Recognise that a computer network is made up of a number of devices. Identify the input and output devices used to record and play sound. Discuss what sounds can be added to a podcast. Explain what data can be collected using sensors. Explain the benefits of using a data logger. Recognise that a data logger collects data at given points.	Describe that a computer system features inputs, outputs and processes. Explain that computer systems communicate with other devices. Explain that systems are built using a number of parts. Explain the benefits of a given computer system. Identify tasks that are managed by computer systems. Connect more than one output component to a microcontroller. Identify a real-world example of a condition starting an action. Use selection to produce an intended outcome. Experiment with different physical inputs. Transfer my program to a controllable device.

Recognise what devices can be used to take
photographs.