



## Hadfield Infant School - Medium Term Progression

<b>Subject - Computing</b>	<b>Term - Autumn 2</b>
<b>Curriculum Content</b>	
<b>Year 1</b>	<b>Year 2</b>
<b><u>Computer science - Programming, coding and controlling devices</u></b>	
<b><u>Laptop skills</u></b>	
<ul style="list-style-type: none"> <li>• Begin to understand that you need instructions to solve control problems e.g. to move a device from one place to another. These instructions form an algorithm,</li> <li>• Understand that programs are executed by following precise and unambiguous instructions, known as code</li> <li>• Begin to understand that simple programs or code can be created and then the code can be debugged or edited if necessary</li> </ul>	<ul style="list-style-type: none"> <li>• Understand that algorithms are a set of instructions that solves specific problems. Know they can be used to program digital or programmable devices by following instructions or code.</li> <li>• Create and write a program using precise and unambiguous instructions, understand that this is coding.</li> <li>• Create and debug simple code.</li> <li>• Use logical reasoning to predict the behaviour of simple programs or code.</li> </ul>
<b>Vocabulary</b>	
Algorithm, programs, code, debugged	Algorithm, programs, code, debugged, digital