



Hadfield Infant School - Medium Term Progression

Subject - Computing	Term - Spring 3
Curriculum Content	
Year 1	Year 2
<u>Computer science - Programming, coding and controlling devices</u> <u>Laptop skills</u>	
<ul style="list-style-type: none"> • 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, • Understand that programs are executed by following precise and unambiguous instructions, known as code • Begin to understand that simple programs or code can be created and then the code can be debugged or edited if necessary <p>Saving and retrieving work</p>	<ul style="list-style-type: none"> • 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. • Create and write a program using precise and unambiguous instructions, understand that this is coding. • Create and debug simple code. • Use logical reasoning to predict the behaviour of simple programs or code. <p>Saving and retrieving work</p>
Vocabulary	
Algorithm, programs, code, debugged, saving, retrieving	Algorithm, programs, code, debugged, digital, saving, retrieving