

Computing - Start and End Points: From EYFS to End of Key Stage 2

Strand	Early Years (EYFS)	Key Stage 1 (Years 1–2)	Key Stage 2 (Years 3–6)	End Point (Year 6)
Computer Science	Exploring cause and effect with devices (e.g. Bee-Bots)	Understanding basic algorithms; using simple programming tools (e.g. Scratch Jr, Bee-Bots)	Designing, writing, and debugging programs using a range of tools (e.g. Scratch, Python)	Pupils can plan, create, test, and debug increasingly complex programs independently
Information Technology	Using tablets to take photos; exploring age-appropriate apps/software	Creating digital content (text, images, audio); developing basic typing skills	Collecting, analysing, and presenting data; combining media in purposeful presentations	Pupils can select and use a range of software tools purposefully to achieve specific outcomes
Digital Literacy	Beginning awareness of device use; talking about safe use	Recognising different uses of technology; using it respectfully and safely	Demonstrating responsibility online; evaluating content reliability; protecting personal data	Pupils can navigate the digital world safely, responsibly, and with critical awareness

Online Safety is built across all year with Project Evolve units of work from EYFS to Year 6

Notes:

- EYFS: Focuses on exploration, sensory interaction, and cause-effect understanding through play.
- Key Stage 1: Builds foundational knowledge of how technology works and safe, respectful use.
- Key Stage 2: Expands into problem-solving through programming, purposeful content creation, and responsible digital citizenship.
- Resources: Programmes like Switched On Computing, Lego WeDo, and Scratch support engagement and skill development.