Let us consider how to stir up one another to love and good works

Computing: values-linked progression of skills

❖ **Love yourself / Independence & wellbeing** ❖ **Love others / Inclusivity & respect** ❖ **Love God / Spirituality & insight**
❖ **Love learning / Knowledge & skills** ❖ **Love the world you live in / Awe & wonder**

Values & Intentions	Focus of development	Linked EYFS Outcomes	Y1-2 Progression	Y3-4 Progression	Y5-6 Progression
Love yourself **Independence and wellbeing**	Self-knowledge Self-esteem Metacognition Self-evaluation Creativity Courage Resilience Joy		• Take pride in your own efforts • Begin to value effort over outcome • Work independently • Take inspiration from others • Recognise your own successes • Begin to judge your own work against your own past efforts, not the work of others • Maintain a positive outlook in the face of unfavourable outcomes • View the creative process as an inherently joyful experience • Be prepared to try something new	• Recognise and celebrate your own efforts and the progression of your skills • Understand the importance to your own wellbeing and self-image of valuing your effort and progress over your outcomes • Work in an independent and focused way to develop skills you have been shown • Judge your own work against your own past efforts, not the work of others • Recognise how unfavourable outcomes can help guide future progression • Take joy in the process of self-expression and creativity • Be prepared to experiment and take risks, and ready to learn from the outcomes	• Make links between all areas of creative expression • Recognise and value the creative process in all its forms as an opportunity for self-expression • Demonstrate resilience and perseverance when faced with challenges • View unfavourable outcomes as a step in a developmental journey, not as a failure • Show understanding of the joy to be found in the focused "flow" state of artistic expression • Demonstrate understanding that risk-taking and exploration are vital parts of the creative process
Love others	Critical thinking		• Take inspiration from the efforts and skills of others	• Actively seek opportunities to learn from the efforts and skills of others	• Take inspiration from the efforts and skills of others

Inclusivity & respect	Collaboration Evaluation Respect Honesty Humility		• Give honest feedback in a kind and considerate way • Contribute constructively to group projects • Work with others in a positive way to help solve problems and generate new ideas	• Collaborate constructively on a range of creative projects • Give feedback and suggestions in a sensitive and constructive way	• Demonstrate understanding of strategies for collaborating successfully with others • Show awareness of the impact on others of giving feedback in different ways
Love God **Spirituality & insight**	Wisdom Spirituality Depth of reflection Understanding of computing as a means of the communication of ideas		• Know that computing can be used to communicate ideas • Know that computing has become a vital skill and form of communication • Recognise ways in which computing has been used to communicate ideas about God • Use computing as a means to express your own understanding of religious themes	• Understand that computing can be an important means of communicating ideas • Recognise how the use of computing applications and skills can communicate deep ideas which have developed over time • Discuss how you can use your computing skills to express ideas that you may find hard to put into words • Know that computing can appeal to our senses, our emotions and our critical minds	• Demonstrate understanding of the power of computing as a means of expressing ideas • Use computing skills in a variety of ways to communicate knowledge and ideas on a range of fundamental themes and "Big Questions" • Talk about how the use of computing skills and accessing websites helps us to gain awareness of ideas that are hard to express in words • Be able to discuss ways in which computing skills and the use of websites can appeal to different senses and emotions
Love learning	See Kapow Computing Progression				
	Computer Science				

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Knowledge & skills	Hardware				
	Computer Science Networks and Data Reprsentation				
	Computer Science Computational thinking				
	Computer Science Programming				
	Information Technology Software				
	Information Technology Using email and the internet				
	Information Technology Using data				
	Information Technology				

	Wider use of technology				
	Digital Literacy				
Love the world you live in **Awe & wonder**			Become aware of notable figures in computing • Develop skills in computing in order to explore all areas of computing • Respond to a range of ideas and starting points • Explore ideas and collect visual information • Use nature and the physical world to inspire your creative work in computing • Explore different methods, apps, websites and games as ideas develop • Explore how working in different locations affects your feelings, creativity and computing work • Use technology wisely, think about the power used and your own time spent on a device • Tidy up your area after you have finished working and turn off devices correctly.	• Replicate some of the techniques used by notable pioneers and designers • Create original pieces that are influenced by studies of others • Develop ideas from starting points throughout the curriculum and beyond the classroom • Collect information and resources • Adapt and refine ideas as they progress • Explore ideas in a variety of ways • Comment on computing games, websites and devices using visual language • Discuss how your experiences of the world have informed your computing choices • Discuss and explain how working in different locations affects your feelings, creativity and computing work • Show understanding of why we should use technology wisely, with regards to our own time and the use of power needed • Show understanding of why tidying up after ourselves shows respect for our environment and classmates	• Comment on the computing world with a fluent grasp of computing language • Give details (including own computing work) about the inventions of some notable pioneers in the computing world • Show how the work of those studied was influential in both society and to other platforms • Demonstrate understanding of why certain pioneers are considered particularly influential, and certain platforms have become particulary well-known • Create original pieces that show a range of influences and styles • Develop and imaginatively extend ideas from starting points throughout the curriculum • Collect information and resources and present ideas imaginatively using a range of programs

					• Use the qualities of programs to enhance ideas • Spot the potential in unexpected results as work progresses • Explain why wasting resources or taking more than our share violates fundamental values and the rights of others, and how our usage and conservation of resources at school links directly to broader global problems with consumption • Take responsibility for tidying and organising resources after work has finished, demonstrating awareness of why this is important to show respect for the environment and others in the class