

Computing Progression - Handling Data

EYFS and KS1						
FS1	FS2	Year 1				
Data Handling	Data Handling	Data Handling				
-Introduction to data (Adult Supported)	-Introduction to data (Adult Supported)	Introduction to Data				
-To sort and categories objects	-To sort and categories objects	1.Zoo data - To represent data in different ways				
-Children to sort themselves into groups based on given categories	-Children to sort themselves into groups based on given categories -Children to interpret a basic pictogram	-To know that data can be shown in different ways -To represent data in different ways -To answer questions about the data using my representation				
-Children to interpret a basic pictogram	Official to interpret a basic pictogram					
		2.Picture data - To use technology to represent data in different ways -To navigate a computer using a mouse -To type using a keyboard -To understand that data can be shown in different ways -To represent data in different ways 3.Minibeast hunt - To collect and record data -To identify different minibeasts -To record the number of different minibeasts I see -To represent this data digitally 4.Animal branching databases - To sort data -To identify and categorise different animals -To click and drag objects -To identify questions to sort data in the most efficient way -To create a branching database 5.Inventions - To design an invention to gather data -To understand that computers understand different types of input -To design a computerised invention to gather data -To explain how my invention works				



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K\$2						
Year 3	Year 4	Year 5	Year 6	Year 6		
Data Handling	Data Handling	Data Handling	Data Handling	Data Handling		
Comparison cards databases - Microsoft Office 365	Creating Data	Mars Rover 1	Big Data 1	Big Data 2		
1. Records, fields and data - To understand the terminology around databases -To know what field, record and data mean -To compare numbers -To scan a record for relevant information	1. To enter data and formulas into a spreadsheet -Number operations -To identify cells using rows and columnsTo type text and numbers into cellsTo use the SUM function to add numbers togetherTo use the SUM function to perform further calculations	1.Mars Rover - To identify how and why data is collected from space -To identify a type of data which the Mars Rover may transmit back to Earth -To know the meaning of 'data' and 'transmit' -To understand the challenges of transmitting data over large distances -To give a reason why data is being	1.Barcodes - To identify how barcodes and QR codes work -To identify and distinguish between barcodes and QR codes -To know some of the advantages and disadvantages of barcodes and QR codes -To understand how computers can use data from barcodes and QR codes	1.Transferring Data - To explain how data can be safely transferred - To recognise that data can become corrupted within a network -To explain how data sent in 'packets' is more robust -To identify the need to update devices and software		
2. Race against the computer - To compare paper and computerised databases -To understand what a paper database is and can name examples -To understand what a computerised database is -To compare the advantages and disadvantages of paper and computerised databases	2. To present data in an appropriate way -Ordering and presenting data -To enter a formula for a specific purposeTo use the fill tool to copy formulasTo insert a bar/column graphTo format aspects of a bar/column graph	2.Binary code - To identify how messages can be sent using binary code To read and calculate numbers using binary code -To identify binary as the most basic way computers communicate -To know how to read binary up to eight characters -To understand each one or zero is referred to as a bit -To calculate binary numbers, knowing each digit is worth double the one that precedes it	2.Transmitting data - To explore how infrared waves transmit data -To know infrared light is part of the electromagnetic spectrum -To understand infrared light can be used for a variety of purposes -To understand infrared light can be easily blocked	2.Data Usage - To investigate the data usage of online activities -To compare methods of wireless data transfer -To recognise differences between WiFi and mobile data -To use a spreadsheet to compare the data-usage of various online activities		



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3. Sorting and filtering - To sort, filter and interpret data -To input data into a database -To know how to sort data -To filter data by a particular value -To create questions that can be answered using information from a database -To interpret information	3. To add, edit and calculate data -Talk about mistakes in data and suggest how it could be checkedTo use formulas to calculate totals and averagesTo sort data by different criteriaTo add extra data, including inserting rows or columnsTo edit existing data and be aware of the results.	3.Computer architecture - To identify the computer architecture of the Mars Rovers -To identify sensors -To know the difference between computer input and output -To explain how the size of random-access memory (RAM) affects the processing of data (CPU)	3. First computers - To understand how computers have changed and the impact this has had on the modern world -To identify how computers have evolved over time -To understand that computers are everywhere in modern life -To recognise some of the earliest computers and how they impacted the modern world	3. Computer Aided Design (CAD) - To use CAD to design a product -To understand the inputs and outputs needed for my product -To design appropriate housing for this -To use CAD software to create shapes
4. Representing data - To represent data in different ways -To create a graph and chart in Microsoft Excel -To name different types of charts -To understand the purpose of visual representations of data	4. Data Base- Flow Chart PT 1 -Draw and interpret a flowchart with the correct symbols -To follow a sequence of written instructions in a flowchartTo draw a flowchart using the correct symbolsTo connect symbols in sequence.	4.Using binary – numbers - To use simple operations to calculate bit patterns -To recall how binary can be used to represent numbers up to 255 -To recognise that computers, use binary mathematically, to calculate -To carry out binary addition (and subtraction)	4.Using RFID - To input and analyse real-world data -To recognise further uses of RFID -To input and present data in a spreadsheet -To make conclusions from a data source	4. Designing a Smart School - To design a system for turning a school into a smart school -To recall methods of data transfer -To evaluate the methods of data transfer -To apply Big Data/IoT principles to solve a problem -To research the technology associated with solving the problem -To prepare a presentation
5. Planning a holiday - To sort data for a purpose -To understand that databases are used for different purposes -To know how to sort and filter data -To explain what information is useful in an online database	5. Data Base- Flow Chart PT 2 -Draw and interpret a flowchart with the correct symbols -To follow a sequence of written instructions in a flowchartTo draw a flowchart using the correct symbolsTo connect symbols in sequence.	5.Using binary – text - To represent binary as text -To recall that binary is the main means of all data transfer -To read binary numbers to four bits -To know that data transfer needs a common language -To use binary to create a written message	5.Transport data - To analyse and evaluate data -To recall how RFID is used in data transfer -To understand how RFID helps to solve real-world data challenges -To sort and compare data within a spreadsheet	5. Smart School Presentation - To present ideas for turning a school into a smart school -To present my ideas for improving school through the application of Big Data and the Internet of Things -To listen to the ideas of my peers and provide effective feedback on their presentation -To ask and answer effective questions that deepen my understanding