Steps for Unplugged Skills - Computing.

Skill Area	Step 4	Step 5	Step 6	Step 7
Thinking & Problem Solving	Explores cause and effect in toys	Sorts and sequences objects in play	Solves simple problems through play	Plans what to do before starting and checks it worked
Algorithms & Sequencing	Joins in with routines and repeated actions	Orders actions (first/next/last)	Gives step-by-step instructions in play	Improves simple instructions to make them work better
Logic & Control	Presses, pulls and activates toys	Uses movement words to control actions	Controls movement in games and floor play	Tests and adjusts instructions to control outcomes
Debugging & Improving	Repeats actions when things change	Tries again with adult support	Notices when something goes wrong	Fixes simple errors independently
Data & Information	Matches and groups objects	Sorts objects by one feature	Collects simple information in play	Uses symbols, icons, and simple charts
Communication & Reasoning	Responds to single instructions	Uses basic directional language	Gives clear instructions in simple sentences	Explains reasoning and choices
Independence & Collaboration	Plays alongside others	Takes turns with reminders	Works collaboratively in play	Works confidently and independently

Years 1-4 Unplugged Skills - Computing.

Skill Area	Year 1	Year 2	Year 3	Year 4
Thinking & Problem Solving	Predicts what will happen before following instructions	Tests ideas and improves solutions	Decomposes problems into smaller steps	Selects efficient strategies to solve problems
Algorithms & Sequencing	Creates and follows simple instruction sequences	Designs sequences with choices	Creates longer, detailed algorithms using repetition	Compares, refines and evaluates algorithms
Logic & Control	Gives precise directional commands	Uses simple rules (if / then) in games	Uses repetition in actions or chants	Applies conditions and repetition in games
Debugging and Improving	Notices when instructions fail	Explains what went wrong	Systematically checks and fixes errors	Identifies patterns in errors and improves accuracy
Data and Information	Sorts and groups and labels data	Uses tallies or pictograms to record data	Organises data using tables or branching questions	Interprets charts and investigation data
Communication & Reasoning	Uses simple computing vocabulary orally	Explains instructions clearly to others	Describes logical thinking and decisions	Justifies choices using technical reasoning
Independence & Collaboration	Works independently with support	Collaborates effectively in pairs/groups	Gives and responds to peer feedback	Manages roles and tasks within group projects

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