

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
	Computing systems and networks	Creating media	Programming A	Data and Information	Creating media	Programming B
Year 1	Technology around us	Digital Painting	Moving a robot	Grouping Data	Digital writing	Programming animations
	Recognising technology in school and how to use it responsibly.	Choosing appropriate tools in a program to create art.	Writing short algorithms and programs for floor robots and predicting outcomes	Exploring object labels and sorting objects. Introduction of spreadsheets.	Using a computer to create and format text, before comparing to writing non-digitally	Designing and programming the movement of a character on screen to tell stories.
Supplement materials	Unit 1.1 Purple Mash	Teach Computing unit See unit 2.6 2Paint	Beebots	Unit 1.2 and 1.8 Purple Mash	Unit 1.6 Purple Mash Word	1.7 2code
Online Safety						
Year 2	Information technology around us	Digital photography	Coding	Pictograms	Making Music	Programming quizzes
	Identifying IT and how its use improves the world in a better world. Look into internet safety.	Capturing and changing photographs for different purposes.	Creating and debugging programs.	Collecting data in tally charts and using attributes to organise and present data on a computer.	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
	Unit 1.9, 2.2 Purple Mash	Various programs	Unit 2.1 Purple mash. Scratch Junior	Unit 2.3 Purple Mash	Unit 2.7 Purple mash	Unit 2.4 Purple mash
Year 3	Connecting Computers + online safety	Stop frame animation	Coding	Branching databases	Sequence in music	Events and actions in programs
	Identifying that digital devices have inputs, processes and outputs	Capturing and editing digital still images to produce a stop frame	Creating and debugging programs	Understanding what a branching database is		Writing algorithms and programs that use a range of events to

	and how devices can be connected together to make networks.	animation that tells a story.	with an understanding of debugging.	and how to sort using yes/no questions.		trigger sequences of events.
	Unit 3.2	Unit 4.6 2 animate	Unit 3.1	Purple Mash	Scratch	Purple mash
Year 4	The internet	Audio Editing	Repetition in Shapes	Data Logging	Photo Editing	Repetition in games
	Recognising the internet as a network of networks including the WWW and why we should evaluate online content	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a text based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Using a block based programming language to explore count controlled and infinite loops when creating a game.

Progression of Skills

Curriculum Overview