



Progression map:

	<u>Computing systems and networks</u> <u>(Digital Literacy)</u>	<u>Creating digital media</u> <u>(Information Technology)</u>	<u>Programming</u> <u>(Computer Science)</u>	<u>Data and Information</u> <u>(Information Technology)</u>	<u>Creating digital media</u> <u>(Information Technology)</u>	<u>Programming</u> <u>(Computer Science)</u>
	Online Safety woven throughout the curriculum during lessons.					
Year 1	Technology around us Recognising technology in school and using it responsibly	Digital painting Choosing appropriate tools in a program to create art and making comparisons with working non-digitally.	Moving a robot Writing short algorithms and programs for floor robots and predicting program outcomes.	Grouping data Exploring object labels then using them to sort and group objects by properties.	Digital writing Using a computer to create and format text, before comparing to writing non-digitally.	Programming animations Designing and programming the movement of a character on-screen to tell stories.
Year 2	Information technology around us Identifying IT and how its responsible. How it improves our world in school and beyond.	Digital photography Capturing and changing digital photographs for different purposes.	Robot algorithms Creating and debugging programs and using logical reasoning to make predictions.	Pictograms Collecting data in tally charts and using attributes to organise and present data on a computer.	Digital music Using a computer as a tool to explore rhythms and melodies before creating a musical composition.	Programming quizzes Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.
Year 3	Connecting computers Identifying that digital devices have inputs, processes and outputs. How devices can be connected to make networks.	Stop-frame animation Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Sequencing sounds. To create sequences in a block-based programming language to make music.	Branching databases Building and using branching databases to group objects using yes/no questions.	Desktop publishing Creating documents by modifying text, images and page layouts for a specified purpose.	Events and actions in programs Writing algorithms and programs that use a range of events to trigger sequences of actions.
Year 4	The internet Recognising the internet as a network of network, including the WWW. And why we should evaluate online content.	Audio production Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Repetition in shapes. Using a text-based programming language to explore loops when drawing shapes.	Data logging Recognising how and why data is collected over time.	Photo editing Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled.	Repetition in games Using a block-based programming language to explore count controlled and infinite loops when creating a game.
Year 5	Systems and searching Recognising IT systems in the world and how some can enable searching on the internet.	Video production Planning, capturing and editing a video to produce a short film.	Selection in physical computing Exploring conditions and selection using a programmable micro controller	Flat-file databases Using a database to order data and create charts to answer questions.	Introduction to vector graphics Creating images in a drawing program by using layers and groups of objects.	Selection in quizzes Exploring selection in programming to design and code an interactive quiz.
Year 6	Communication and collaboration Exploring how data is transferred by working collaboratively online.	Webpage creation Designing and creating webpages, whilst considering copyright and aesthetics and navigation.	Variables in games Exploring variables when designing and coding a game.	Introduction to spreadsheets Answering questions by using spreadsheets to organise and calculate data.	3D modelling Planning, developing and evaluating 3D computer-models of physical objects.	Sensing movement Designing and coding a project that captures inputs from a physical device.