

Computing Curriculum Progression						
Year Group	Autumn Term 1	Autumn Term 2	Spring Term 3	Spring Term 4	Summer Term 5	Summer Term 6
EYFS	In EYFS, Computing is taught throughout the curriculum and used to support children to achieve the Early Learning Goals. Children access a range of programmes on Purple Mash to allow them to do this, including Mashcams, 2CreateaStory, and SimpleCity. Children also explore a range of hardware including walkie talkies, radio controlled cards, phones, tablets and computers. Listed below is the focus for each half term, though it is expected that children will regularly use technology in their everyday play.					
	<u>What is a computer?</u> Exploring a variety of hardware in the setting and exploring what a computer does.	<u>Online Safety</u> Discussing the rules of using computers and tablets.	<u>Accessing apps</u> Logging in to Purple Mash with adult support and exploring basic apps within the site.	<u>Re-creating stories</u> Focus on using 2CreateaStory to explore the functions within the programme.	<u>Communication through technology</u> Use the Mashcams on Purple Mash for role play to develop speaking, listening, attention and understanding skills.	<u>Controls and commands</u> To set and work towards simple goals, achieving what they want the computer to do.
Year 1	<u>Unit 1.1- Online safety and Exploring Purple Mash</u> Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	<u>Unit 1.3- Pictograms</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <u>Unit 1.4 Lego Builders</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	<u>Unit 1.5- Maze Explorers</u> Use logical reasoning to predict the behaviour of simple programs. Create and debug simple programs. Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	<u>Unit 1.6- Animated Story Books</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<u>Unit 1.7- Coding</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Use logical reasoning to predict the behaviour of simple programs. Create and debug simple programs. Understand what algorithms are;	<u>Unit 1.8- Spreadsheets</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <u>Unit 1.9- Technology outside of school</u> Recognise common uses of information technology beyond school.

	<p><u>Unit 1.2- Grouping and Sorting</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>				<p>how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p>	
Year 2	<p><u>Unit 2.1- Coding</u> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs.</p>	<p><u>Unit 2.2 Online Safety</u> Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.</p> <p><u>Unit 2.3- Spreadsheets</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><u>Unit 2.4- Questioning</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p><u>Unit 2.5- Effective Searching</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.</p>	<p><u>Unit 2.6- Creating Pictures</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><u>Unit 2.7- Making Music</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p><u>Unit 2.8- Presenting Ideas</u> Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>

Year 3	<p><u>Unit 3.1- Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p>	<p><u>Unit 3.2 Online Safety</u> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p><u>Unit 3.3- Spreadsheets</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p><u>Unit 3.4- Touch Typing</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p><u>Unit 3.5- Email</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report</p>	<p><u>Unit 3.7- Simulations</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p><u>Unit 3.8- Graphing</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range</p>	<p><u>Additional Unit- Presenting with MS PowerPoint</u></p>

				<p>concerns about content and contact.</p> <p><u>Unit 3.6- Branching Databases</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	
Year 4	<p><u>Unit 4.1- Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection and</p>	<p><u>Unit 4.2 Online Safety</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p><u>History of Computing</u> An annual visit to the National Centre of Computing at Bletchley</p>	<p><u>Unit 4.3- Spreadsheets</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p><u>Unit 4.5- Logo</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection and repetition in programs; work with variables and various</p>	<p><u>Unit 4.7- Effective Searching</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p>	<p><u>Additional Unit- Making Music with Busy Beats</u></p>

	<p>repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Park to learn about the history of computers and how they have developed over time.</p>	<p><u>Unit 4.4- Writing for Different Audiences</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p><u>Unit 4.6- Animation</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p><u>Unit 4.8- Hardware Investigators</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p>Y5 Objective- Use search technologies effectively, appreciate how results are</p>	
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					selected and ranked, and be discerning in evaluating digital content.	
Year 5	<p><u>Unit 5.1- Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p>	<p><u>Unit 5.2- Online Safety</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p><u>Unit 5.3- Spreadsheets</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of</p>	<p><u>Unit 5.4- Databases</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p><u>Unit 5.5- Game Creator</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and</p>	<p><u>Unit 5.6- 3D Modelling</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p> <p><u>Unit 5.7- Concept Maps</u></p>	<p><u>Additional Unit- Word Processing with MS Word</u></p>

	<p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>		<p>presenting data and information.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	
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Year 6	<p><u>Unit 6.1- Coding</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p>	<p><u>Unit 6.2- Online Safety</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report</p>	<p><u>Unit 6.4- Blogging</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p><u>Unit 6.6- Networks</u> Understand computer networks, including the Internet; how they can provide multiple services, such as the World Wide Web; and the opportunities they offer for communication and collaboration.</p> <p><u>Unit 6.7- Quizzing</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including</p>	<p><u>Additional Unit- Understanding Binary</u></p>	<p><u>Additional Unit- Spreadsheets with MS Excel</u></p>

	<p>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>concerns about content and contact.</p> <p><u>Unit 6.3- Spreadsheets</u> Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>	<p>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p><u>Unit 6.5- Text Adventures</u> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in programs; work with variables and various forms of input and output.</p> <p>Use logical reasoning to explain how some simple algorithms work and to</p>	<p>collecting, analysing, evaluating and presenting data and information.</p>		
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			<p>detect and correct errors in algorithms and programs.</p> <p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.</p>			
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NB. Additional units are taught in addition to the National Curriculum expectations to broaden and deepen the children's understanding of Computing.