

Progression of Skills & Computing Curriculum Overview – Two Year Rolling Programme

	Reception	Year 1/ 2		Year 3/ 4		Year 5/ 6	
		Cycle 1	Cycle 2	Cycle 1	Cycle 2	Cycle 1	Cycle 2
Compulsory	E-safety	E-safety		E-safety		E-safety	
Autumn Term	In the classroom and outdoor area ongoing: See below	Making digital music	Computing systems and networks – IT around us Programing basic - scratch	Search engines Using Word	Word extension emails	Systems and searching. (NCCE Y5 unit)	Web page creation. Can use google sites. (NCCE Y6 unit)
Spring Term		Robot Algorithms	Data and information – Grouping data	Beebots	Scratch Paint 3D	Computing: Lego Sprite	Computing: Lego Sprite
Summer Term		Digital writing	Digital painting	Scratch	Powerpoint presentations	Flat-file databases (NCCE Y5 unit)	Introduction to spreadsheets. Can use google sheets. (NCCE Y6 unit)
	Reception	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
National Curriculum Sept 2014/ Development Matters Beebots online games Voice recorders tablet to take photos internet for researching etc. timers	<p>Use of Technology - use technology and IT equipment (e.g. camera, iPad, video/video clips, apps, visualisers or the internet) to make observations or find information about their immediate environment, different locations and places</p> <p>es - use senses/use simple equipment to make observations, (e.g. magnifiers, pipettes, egg timers, digital microscopes, etc)</p> <p>Research - talk to people (visits/visitors/family), think of questions to ask to find out about plants, animals, seasons, processes ; use first hand experiences/use</p>	Pupils should be taught to : <ul style="list-style-type: none"> - Understand what algorithms are - Create and debug simple programs - Predict the behaviour of simple programs - Create, organise, manipulate and retrieve digital content - Recognise common uses of IT beyond school - Use technology safely and respectfully (E-Safety Policy) 		Pupils should be taught to : <ul style="list-style-type: none"> - Design, write and debug programs (incl controlling physical systems and solving problems) - Use sequence, selection and repetition in programs (incl working with input and output) - Explain how simple algorithms work (incl detecting errors) - Understand computer networks including the internet - Use search technologies effectively - Select, use and combine a variety of software on a range of digital devices to design and create a range of programs and content (incl. Collecting, evaluating, analysing and presenting data and information). - Use technology safely, respectfully and responsibly (E-Safety Policy) 			

