

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 Robot Algorithms	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		Algorithms – moving a robot	Data and information – Grouping data	Algorithm	Scratch Paint 3D	Computing: Lego Sprite	Computing: Lego Sprite
Summer Term		Digital writing programming quizzes	Digital painting Programing basic animations - scratch	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	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 es - use senses/use simple equipment to make observations, (e.g. magnifiers, pipettes, egg timers, digital microscopes, etc) Research - talk to people (visits/visitors/family), think of	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) 			

		<p>questions to ask to find out about plants, animals, seasons, processes ; use first hand experiences/use secondary sources, (e.g. books, photographs, internet).</p> <p>Expression – express their feelings, ideas, thoughts and emotions in response to different media (music, pictures, film, poems, etc.), within their play with peers, or with adults.</p> <p>Making Music – using voice, objects, home-made and real musical instruments and a range of ICT.</p> <p>Copies adults writing behaviour, (e.g. writing on the whiteboard, writing messages when on the phone, etc).</p>					
Wish list	Child friendly tablets Zoom camera	tablets		Internet		Object based graphic package Sensor for temperature Licence for Office – word, powerpoint and spreadsheet.	