

Computing Progression Map

	Online Safety	Publishing	Media	Coding	Game Building	Data
YEAR 1	Y1 watch and respond to a series of cartoons where Hector and his friends navigate life online.	Y1 use 2Paint and 2Publish to create special effects for their illustrations.	Y1 work together to make a talking book, illustrating and narrating their story.	Y1 learn how to code Bee-Bot to get it to go where they need it to.	Y1 use Bee-Bots to complete races, challenges and tell stories.	Y1 create and interpret pictograms based on data they collect themselves.
YEAR 2	Y2 meet SID the superhero that tells us what to do if something online upsets us.	Y2 use both Keynote and Word to present their research of local buildings.	Y2 work together to perform the Lee & Kim song, and create a video for it.	Y2 learn what the word algorithm means, and use them to control Bee-Bot and Daisy the Dino.	Y2 us 2DIY to build a jigsaw game, a catching game and a quiz game.	Y2 use a simple branching database and yes/no questions to sort 4 objects.
YEAR 3	Y3 meet The Smart Crew as they learn how to use e-mail and learn The Smart Rules.	Y3 use Powerpoint to present their research on the topic they are studying.	Y3 use Garageband to create music made with a variety of instruments.	Y3 use specific instructions to control screen turtle.	Y3 use Hour of Code to complete challenges in a game situation to progress onto the next level.	Y3 use the LogBox datalogger to measure and investigate sound, light and temp.
YEAR 4	Y4 know and use The Smart Rules every time they go online.	Y4 use Word and Publisher to publish a booklet about themselves.	Y4 use the technique of stop motion animation to create and edit their own videos.	Y4 use block coding to control a sprite in Scratch and lights & motor in Crumble.	Y4 use Kodu Game Lab to create their own mini worlds and games.	Y4 use a more complex branching database and yes/no questions to sort 8 objects.
YEAR 5	Y5 learn what Social Media is, why the age limit is 13, and how to protect ourselves.	Y5 use computer aided design in Sketch-Up to design a building for the future.	Y5 use iMovie to create a slideshow of how we will keep ourselves safe on Social Media.	Y5 use block coding to programme Lego models and flow charts to programme real life mimics.	Y5 use Scratch to create different types of games including an drawing game and a collecting game.	Y5 meet spreadsheets for the first time, and learn simple formulas to perform +, -, x and ÷.
YEAR 6	Y6 learn how to be a good Digital Citizen, and build a positive online presence for the future.	Y6 choose the appropriate software (Powerpoint, Word or Publisher) to present their work.	Y6 apply all of the skills they have learned over the years to film and edit a movie.	Y6 control how Kodu moves and interacts with objects in different worlds.	Y6 use Kodu again, this time to create more complex playable game worlds.	Y6 use spreadsheets to handle larger amounts of data and see how this applies to real life.