



Computing: High Level Progression Planning

Yearly Overview

		Term					
		Autumn		Spring		Summer	
EY		Manipulate items on IWB. Understand that you have to be safe on the internet. Explore Blackley on virtual Maps.	Take pictures with an Ipad. Play interactive games on the wb. Play sound on a device	Understand information can be found on the internet. Use paint to create a picture.	Create and manipulate shapes in paint to create a picture.	Understand information can be found on the internet. Record and play sound on a device.	Programme beebots to follow a route. Record video on a device.
		<u>Digital Literacy</u>	<u>Information Technology</u>	<u>Computer Science</u>	<u>Information Technology</u>	<u>Information Technology</u>	<u>Computer Science</u>
Big Question		How do I use a computer system?	How do I create pictures and sounds using computers? (A)	How do algorithms and programs work (A)?	What is data and how is it presented?	How do I create pictures and sounds using computers? (B)	How do algorithms and programs work (B)?
KS1	Y1	Unit 1 Computing systems and networks – Technology around us	Unit 2 Creating media – Digital painting	Unit 5 Programming A – Moving a robot	Unit 4 Data and information – grouping data	Unit 3 Creating media - Digital writing	Unit 6 Programming B – Intro to animation
	Y2	Unit 1 Computing systems and networks – IT around us	Unit 2 Creating media – Digital photography	Unit 5 Programming A – Robot algorithms	Unit 4 Data and information – Pictograms	Unit 3 Creating media – Making music	Unit 6 Programming B – An introduction to quizzes
L KS2	Y3	Unit 1 Computing systems and networks – Connecting computers	Unit 2 Creating media – Animation	Unit 5 Programming A – Sequence in music	Unit 4 Data and information – Branching databases	Unit 3 Creating media – Desktop publishing	Unit 6 Programming B – Events and actions
	Y4	Unit 1 Computing systems and networks – Connecting computers	Unit 2 Creating media – Audio editing	Unit 5 Programming A – Repetition in shapes	Unit 4 Data and information – Data logging	Unit 3 Creating media – Photo editing	Unit 6 Programming B – Repetition in games
U KS2	Y5	Unit 1 - Computing systems and networks – Sharing information	Unit 3 Creating media – Video editing	Unit 5 Programming A – Selection in physical computing	Unit 4 Data and information – Flat-file databases	Unit 2 Creating media – Vector drawing	Unit 6 Programming B – Events and actions
	Y6	Unit 1 Computing systems and networks – Communication	Unit 3 Creating media – Web page creation	Unit 5 Programming A – Variables in games	Unit 4 Data and information – Spreadsheets	Unit 2 Creating media – 3D Modelling	Unit 6 Programming B – Sensing