Computing Progression at Southfields Primary School

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
Y1	Introduction to using a computer - Logging on / Keyboard and mouse control / Online Safety	Basic skills - Opening a word document / online picture searching / saving and retrieving documents	Lego builders - Following instructions accurately (algorithms) to create a model / Maze Explorers - Understanding computational direction when it comes to programming	Scratch Junior - coding using ipads to create simple animations	Animated Story Books - Encompassing drawing, writing and coding to create a digital story	Pictograms - Using a computer to present and represent data / Basic Spreadsheets - Navigating a spreadhsheet / Data entry
Y2	Scratch - Programming simple animated scenes on the computer using block coding	Email Detectives - An introduction to email - looking at how they work through a "detective" style	Computer Art - looking at different artists and recreating their work on a computer	Music - Composition, sequencing and repetition using a computer / Spreadsheets - Pictograms / Graphs / Generating totals	Basic word processing - how to change font / layout etc / Typing Games - Finding the keys / Increasing accuracy	Presenting Ideas - looking at the different ways in which information can be presented - Quiz / Fact File / Presentation
Y3	Stop Motion Animation - Using iPads, create characters and film a stop motion movie	Lego - Buidling simple lego creations that can be controlled by programming a computer	Email - Exploring Emails in Purple Mash - emailing classmates and chatting with 'bots'	Typing - correct finger placement / improving scores and techniques	Introduce school email and Google Classroom - Google Forms - Creating an online form for others to answer / Spreadsheets - Pie Charts / Greater Than / Less Than / Times Tables Machine	Effective searching - Online Safety / Flowol - Basic flow diagram coding
Y4	Music - Creating their own music on the computer using different audio programmes	Websites - Creating a basic website using HTML	Logo - Text based coding to control an on-screen turtle / What makes a computer - Looking inside old computers to see how they work	TinkerCad - 3D Design - how to use the program and completing a design challenge	Coding - Exploring If/Else / Changing variables / Repeat / Timer functions and debugging code	Photography - Photography principles and basic photo editing
Y5	Flowol - Advanced flow diagram coding - using the mimics to control real life scenes	Cryptography - Codebreaking / Using a computer to crack codes / Demonstrating the importance of a strong password	Spreadsheets - Using spreadsheets effectively and in 'real-world' scenarios	Lego - Building advanced lego creations that can be controlled by a computer - emphasis on the coding and programming side of the models	Games Design - Creating their own 3D first-person game / setting rules and restrictions / full design of layout, scenes and playability	Art - digital patterns / programming the computer to create artwork that would be difficult to create by hand
Y6	Blogging - Creating and maintaining an online blog	Coding - Programming a complex multi-input 'choose your own ending' computer game	Databases - Creating their own databases and searching for content within them	Online research - Using collaborative software in groups, effectively and safely research into a topic of their choice / Creating an app - Breaking down and looking at the code behind popular apps and having a go at creating our own flappy bird or angry bird app	Radio Station - Manipulating audio to create adverts / jingles for an imaginary radio station	Creating a promotional video for the school - Using an iPad to film and edit a video for prospective parents / Utilising Green Screen

Key

Programming / Coding	
Multimedia	
Data & Communication	
Computer Key Skills	

As well as weekly specific computing lessons, every class has access to a minisuite of 3 laptops in their own classroom, a class iPad and access to 4x class set of iPads and android tablets. These can all be used to research, create content, practise skills and further their use of technology in school

E Safety, staying safe online, protecting personal data including passwords etc. is constantly reinforced throughout the year in computing lessons. Also special assemblies, visits, PSHE sessions and Safer Internet Day practiced throughout the school.