

Computing Progression Map

Nursery

Throughout the year Nursery cover Computing and Technology through the following:

- Use of tablet APPs for mark making and phonics games.
- Using Beebots (robots) for simple programming and position/ direction
- Using VR Headsets to explore and enrich Understanding the World Curriculum
- Use of a regular technology table with technology for children to explore- cameras, laptops, iPads, stopwatches, phones etc.
- Exploring the use of the internet in Online-Safety week.

Reception

Throughout the year Reception cover Computing and Technology through the following:

- Using child- friendly cameras
- Using Beebots (robots) for simple programming and position/ direction
- Using VR Headsets to explore and enrich Understanding the World Curriculum
- Using iPads for apps (Writing, Phonics, Maths) and using software to take photos
- Using Yoto player (speaker for listening to stories) and headphones.
- Exploring the use of the internet in Online-Safety week.

Year 1

UNIT 1:
JUST PAINT AND WRITE

UNIT 2:
ALGORITHMS AND PROGRAMS

UNIT 3:
GATHER DATA AND CHARTS

UNIT 4:
CREATE SIMPLE PROGRAMS

UNIT 5:
COLLECT PHOTOGRAPHS AND PAINT PICTURES

UNIT 6:
DIGITAL LITERACY

Year 2

UNIT 1:
WAYS TO PRESENT INFORMATION

UNIT 2:
SEQUENCING SIMPLE ALGORITHMS AND PROGRAMS

UNIT 3:
COLLECT, ORGANISE, & PRESENT DATA

UNIT 4:
CREATE A TOPIC BASED E-BOOK

UNIT 5:
ART OF ANIMATION

UNIT 6:
AMAZING AMUSEMENT PARK (SEQUENCING ALGORITHMS)
LEGO SPIKE ESSENTIAL COMPUTING & DT LINK UNIT

Year 4

UNIT 1:
WHAT IS COMPUTER TECHNOLOGY

UNIT 2:
MULTIMEDIA FACT FILE

UNIT 3:
ALGORITHM TO CODE

UNIT 4:
CREATING & INTERROGATING SIMPLE DATABASES

UNIT 6:
ELECTRONIC CHARM (PROGRAMMING ALGORITHMS)
MICRO-BIT LESSON COMPUTING & DT LINK UNIT

UNIT 5:
ORGANISING, CREATING AND PRESENTING

UNIT 4:
WRITING A PROGRAM DRAWING SHAPES

UNIT 3:
DATABASES

UNIT 2:
QR CODES

UNIT 1:
WRITING A PROGRAM BLOCK BASED SEQUENCES

Year 3

Year 5

UNIT 6:
ON THE MOVE WITH PROGRAMMING

UNIT 5:
HAPPY TRAVELLOR (PROGRAMMING)
LEGO SPIKE ESSENTIAL COMPUTING & DT LINK UNIT

UNIT 1:
UNDERSTANDING INFOGRAPHICS

UNIT 2:
CREATING SPREADSHEETS FOR PROBLEM SOLVING

UNIT 3:
COMPUTERS FOR COLLABORATION AND COMMUNICATION

UNIT 4:
MONITORING DEVICES MICRO-BIT LESSON COMPUTING & DT LINK UNIT

UNIT 5/6:
PROGRAMMING - MAKING GAMES

Year 6

UNIT 1:
CRAZY CARNIVAL GAMES
LEGO SPIKE ESSENTIAL COMPUTING & DT LINK UNIT

UNIT 2:
BIG DATA

UNIT 3:
THE INTERNET AND THE WORLD WIDE WEB

UNIT 4:
ANALYSING & INTERPRETING DATA, USING SPREADSHEETS

UNIT 5:
GAME DESIGN

UNIT 6:
AI AND MACHINES

Information Technology
(Collecting, Evaluating and Presenting Information)

Information Technology
(Data Handling, Databases and Spreadsheets)

Computer Science and Programming

Digital literacy/online safety
(Should be delivered at regular intervals throughout each term for each year group)

Links to Design and Technology
Though the use of Lego Spike and Micro:bits

God blessed people with countless talents, both to create technology and to use it for the benefit of human kind. If utilized in moderation and wisdom, technology can be of great benefit to our lives by enabling us to better ourselves, helping those in need and even allowing us to spread the word of God farther than before.

Pope Francis

