



**"Sowing the seeds of tomorrow." Matthew 13: 1-23**

Computing: Progression between Key Stages

		EFYS	Y1 <b>Year A</b>	Y2 <b>Year B</b>	Y3 <b>Year A</b>	Y4 <b>Year B</b>	Y5 <b>Year A</b>	Y6 <b>Year B</b>
Aut 1	Online Safety/ Unplugged activities	online safety stories	online safety stories TW/CHLIDNET	personal information online TW/CHLIDNET	secure passwords TW/CHLIDNET	smart search criteria/online bullying TW/CHLIDNET	digitally altered images TW/CHLIDNET	online safety is our own responsibility TW/CHLIDNET
Aut 2	Programming	Using Beebots/Cars to move in directions. TW	Starting to record instructions as a program TW PLANIT	Planning & recording routes through mazes and drawing simple shapes. DASH: WONDER WORKSHOP	Use robots to draw different shapes. DASH: WONDER WORKSHOP	Plan, test and debug own algorithms. SCRATCH	Using flowcharts. Writing own programs to control a set of coloured LEDs.	Plan & use flowcharts & programming language to try to mimic real life systems, such as a lighthouse.
Spring 1	Data	Communicate through electric devices.	Sorting objects to help answer questions.	Collecting data to make a bar chart. NUMBERS	Branching databases using software.	Data in spreadsheets & graphs. NUMBERS/EXCEL	Spreadsheet software to enter data. KEYNOTE/TES	Spreadsheets. Sort & filter data. KEYNOTE /TES
Spring 2	Using media skills for different outcomes	IWB: usage & interactions.	Using iPads to take photos & record videos. Using paint app. RS 1.5/TW	Using paint to draw a story. PAPER app/PAINT	Learning to touch type. Insert pictures, manipulate text, create columns. TW	Multiple choice quizzes on powerpoint. Insert hyperlinks. KEYNOTE/PPT	Plan & create own animations. Stop frame. CLIPS	Using sound. Create and record a radio advert. Transcripts to go onto school website. GREEN SCREEN
Summer 1	The impact technology has on our lives.	Audio recording & playing back.	Sorting and labelling tech used at home. Dangers such as electrical devices.	Investigate how different devices work: batteries/rechargeable/ma ins.	Computer simulations. Learning when & why these are used.	Learn about different search engines and how they work. How results are ranked. TW	What are cookies? DACA	Layout of different web pages. How purchases are made/personal data given up. TW6/RS
Summer 2	Programming 2.	Beebot app on iPads.	Logging in using passwords. Algorithms. CHILDNET	Using Scratch to make 'knock knock' jokes. SCRATCH	Using Scratch to code. SCRATCH	Hour of code to develop logical thinking. TICKLE/BAREFOOT	Swift Playground to code. APP	Creating games and apps. DACA/RS