Chapel St Leonards Primary School

Computing Progression Document

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	Computing systems and networks Technology around us	Programming A Moving a robot	Programming B Programming animations	Data and information Grouping data	Creating media Digital writing	Creating media Digital painting
	C11: Recognise ways that technology is used in the home and community	C1: Explain what a given command will do; predict, match and run a command	C6: Choose a command for a given purpose C7: Show that a series of	C16: Use a range of applications and devices in order to communicate ideas, work and messages.	C16: Use a range of applications and devices in order to communicate ideas, work and messages.	C16: Use a range of applications and devices in order to communicate ideas, work and messages.
	C12: Recognise age- appropriate websites and use safe search filters.	C2: To act out given instructions C3: Combine four direction	commands can be joined together C8: Identify the effect of	C17: Use simple databases to record information in areas across the	ideas, work and messages.	acas, work and messages.
	C13: Identify what is appropriate and inappropriate behaviour on the internet.	commands to make a sequence C4: Plan and use algorithms to create a simple program	changing a value C9: Design the parts of a project	curriculum		
	C14: Identify ways to stay safe and healthy when using technology in and beyond the classroom.	C5: Find more than one solution to a problem				
	C15: Seek help from an adult when they see something that is unexpected or worrying					
Year 2	Programming A Robot algorithms	Computer systems and networks Information technology around us	Creating Media Digital photography	Creating Media Making music	Data and Information Pictograms	Programming B Programming quizzes

	C1: Describe a series of instructions as a sequence C2: Explain what happens when we change the order of instructions C3: Use logical reasoning to predict the outcome of a program C4: Design an algorithm C5: Create and debug a program	C11: Recognise ways that technology is used in the home and community C12: Recognise age-appropriate websites and use safe search filters. C13: Identify what is appropriate and inappropriate behaviour on the internet. C14: Identify ways to stay safe and healthy when using technology in and beyond the classroom. C15: Seek help from an adult when they see something that is unexpected or worrying	C16: Use a range of applications and devices in order to communicate ideas, work and messages.	C16: Use a range of applications and devices in order to communicate ideas, work and messages.	C16: Use a range of applications and devices in order to communicate ideas, work and messages. C17: Use simple databases to record information in areas across the curriculum	C6: Explain that a sequence of commands has a start and an outcome C7: Create and change a program using a given design C8: Create a program using own design C9: Decide how their project can be improved C15: Seek help from an adult when they see something that is unexpected or worrying C17: Use simple databases to record information in areas across the curriculum
Year	Computing systems	Creating Media	Programming A	Data and Information	Creating Media	Programming B
3	and networks	Stop-frame animation	Sequencing sounds	Branching databases	Dockton publishing	
1		Stop hame animation	Sequencing sounds	branching databases	Desktop publishing	Events and actions in
	Connecting computers					programs
	Connecting computers C13: Understand how	C20: Use some of the	C1: Identify that commands	C21: Devise and construct	C20: Use some of the	programs C6: Explain how a sprite
	Connecting computers C13: Understand how digital devices function and	C20: Use some of the advanced features		C21: Devise and construct databases	C20: Use some of the advanced features	programs
	Connecting computers C13: Understand how	C20: Use some of the	C1: Identify that commands	C21: Devise and construct	C20: Use some of the	programs C6: Explain how a sprite
	Connecting computers C13: Understand how digital devices function and how they can be connected	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start	C21: Devise and construct databases using application designed	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information.	C20: Use some of the advanced features of applications and devices in order to communicate	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate	programs C6: Explain how a sprite moves in an existing project C7: Create a program to
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information.	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can have an order	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a new context C9: Develop a program by
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how networked devices make up	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can have an order C4: Change the appearance of a project	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a new context
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how networked devices make up the internet and evaluate	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can have an order C4: Change the appearance of a project C5: Create a project from a	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a new context C9: Develop a program by adding features
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how networked devices make up	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can have an order C4: Change the appearance of a project	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a new context C9: Develop a program by
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how networked devices make up the internet and evaluate the consequences of unreliable content.	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can have an order C4: Change the appearance of a project C5: Create a project from a	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a new context C9: Develop a program by adding features C10: Identify and fix bugs in a program
	Connecting computers C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how networked devices make up the internet and evaluate the consequences of	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	C1: Identify that commands have an outcome C2: Explain that a program has a start C3: Recognise that a sequence of commands can have an order C4: Change the appearance of a project C5: Create a project from a	C21: Devise and construct databases using application designed for this purpose in areas	C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or	programs C6: Explain how a sprite moves in an existing project C7: Create a program to move a sprite in four directions C8: Adapt a program to a new context C9: Develop a program by adding features C10: Identify and fix bugs in

Year 4	understand the term 'copyright'. C17: Give examples of the risks posed by online communications. Computing systems and networks The internet C13: Understand how digital devices function and how they can be connected and used to share information. C14: Describe how networks physically connect to other networks. C15: Recognise how networked devices make up the internet and evaluate the consequences of unreliable content. C16: Use search tools to find and use an appropriate website and content-understand the term 'copyright'. C17: Give examples of the risks posed by online communications.	Creating media Audio editing C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.	Programming A Repetition in shapes C1: Identify that accuracy in programming is important C2: Create a program in a text-based language C3: Explain what 'repeat' means C4: Modify a count-controlled loop to produce a given outcome C5: Decompose a task into small steps C6: Create a program that uses count-controlled loops to produce a given outcome	Data and information Data logging C21: Devise and construct databases using application designed for this purpose in areas across the curriculum.	Creating media Photo editing C20: Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally. C17: Give examples of the risks posed by online communications.	Programming B Repetition in games C7: Develop the use of count-controlled loops in a different programming environment C8: Explain that in programming there are infinite loops and count-controlled loops C9: Develop a design that includes two or more loops which run at the same time C10: Modify an infinite loop in a given program C11: Design and create a project that included repetition
Year 5	Computing systems and networks Sharing information	Creating media Video editing	Programming A Selection in physical computing	Data and Information Flat file databases	Creating media Vector drawing	Programming B Selection in quizzes
	C11: Collaborate with others online on sites approved and moderated by teachers.	C18: Seek help from an adult when they see something that is unexpected or worrying.	C1: Control a simple circuit connected to a computer C2: Write a program that includes count-controlled	C18: Seek help from an adult when they see something that is unexpected or worrying.	C18: Seek help from an adult when they see something that is unexpected or worrying.	C7: Explain how selection is used in computer programs C8: Relate that a conditional statement connects a

C13 usin and fund C14 a we sear and C15 risks and kno	nple systems are nnected and used. 3: Search for information ing appropriate websites d advanced search nctions. 4: Check the reliability of vebsite and know how arch results are selected d ranked. 5: Give examples of the ks of online communities d demonstrate owledge of how to nimise risk and report	suitable applications and devices for the purposes of communication. C20: Use many of the advanced features in order to create high quality, professional or efficient communications.	C3: Explain that a loop can stop when a condition is met e.g. number of times C4: Conclude that a loop can be used to repeatedly check whether a condition has been met C5: Design a physical project that includes selection C6: Create a controllable	applications to devise, construct and manipulate data and present it in an effective and professional manner.	suitable applications and devices for the purposes of communication. C20: Use many of the advanced features in order to create high quality, professional or efficient communications.	C9: Explain how selection directs the flow of a program C10: Design, create and evaluate a program which uses selection C18: Seek help from an
usin and fund fund C14 a we sear and C15 risks and knownin	ng appropriate websites d advanced search nctions. 4: Check the reliability of vebsite and know how arch results are selected d ranked. 5: Give examples of the ks of online communities d demonstrate owledge of how to	purposes of communication. C20: Use many of the advanced features in order to create high quality, professional or	stop when a condition is met e.g. number of times C4: Conclude that a loop can be used to repeatedly check whether a condition has been met C5: Design a physical project that includes selection C6: Create a controllable	manipulate data and present it in an effective	purposes of communication. C20: Use many of the advanced features in order to create high quality, professional or	program C10: Design, create and evaluate a program which uses selection C18: Seek help from an
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and fund sear and C15 risks and knownin	d advanced search nctions. 4: Check the reliability of website and know how arch results are selected d ranked. 5: Give examples of the ks of online communities d demonstrate owledge of how to	advanced features in order to create high quality, professional or	be used to repeatedly check whether a condition has been met C5: Design a physical project that includes selection C6: Create a controllable	and professional manner.	advanced features in order to create high quality, professional or	evaluate a program which uses selection C18: Seek help from an
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C14 a we sear and C15 risks and knomin	4: Check the reliability of vebsite and know how arch results are selected d ranked. 5: Give examples of the ks of online communities d demonstrate owledge of how to	to create high quality, professional or	whether a condition has been met C5: Design a physical project that includes selection C6: Create a controllable		to create high quality, professional or	uses selection C18: Seek help from an
a we sear and C15 risks and knomin	vebsite and know how arch results are selected d ranked. 5: Give examples of the ks of online communities d demonstrate owledge of how to	· ·	C5: Design a physical project that includes selection C6: Create a controllable		1 *	
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and C15 risks and kno min	d ranked. 5: Give examples of the ks of online communities d demonstrate owledge of how to		that includes selection C6: Create a controllable			
C15 risks and kno min	5: Give examples of the ks of online communities d demonstrate owledge of how to		C6: Create a controllable			adult when they see
risks and kno min	ks of online communities d demonstrate owledge of how to					something that is
and kno min	d demonstrate owledge of how to					unexpected or worrying.
knomin	owledge of how to		system that includes			
min	_		selection			
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ı pro	oblems.		C18: Seek help from an adult			
p. 6.			when they see something			
C16	6: Understand and		that is unexpected or			
den	monstrate knowledge		worrying.			
	at it is illegal to download					
cop	pyrighted					
	aterial, including music or					
_	mes, without					
	press written permission,					
fron	om the copyright holder.					
C17	7: Understand the effect					
of o	online comments and					
	ow responsibility and					
sens	nsitivity when online.					
C18	8: Seek help from an					
	ult when they see					
	mething that is					
une	expected or worrying.					
Year Con	mputing systems and	Programming A	Programming B	Data and Information	Creating media	Creating media
6 net	tworks	Variables in games	Sensing	Introduction to	3D modelling	Webpage creation
Into	ternet	Ŭ		spreadsheets		
cor	mmunication			,		

C11: Collaborate with others online on sites approved and moderated by teachers.	C1: Define a 'variable' as something that is changeable C2: Explain why a variable is used in a program	C6: Create a program to run on a controllable device C7: Explain that selection can control the flow of a	C18: Seek help from an adult when they see something that is unexpected or worrying.	C18: Seek help from an adult when they see something that is unexpected or worrying.	C18: Seek help from an adult when they see something that is unexpected or worrying.
C12: Understand how simple systems are connected and used. C13: Search for information using appropriate websites and advanced search functions. C14: Check the reliability of a website and know how search results are selected and ranked. C15: Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems. C16: Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder. C17: Understand the effect of online comments and show responsibility and sensitivity when online. C18: Seek help from an adult when they see something that is unexpected or worrying.	c3: Choose how to improve a program using variables C4: Design a project that builds on a given example C5: Use their own design to create and evaluate a project C18: Seek help from an adult when they see something that is unexpected or worrying.	C8: Update a variable with a user input C9: Use a conditional statement to compare a variable to a value C10: Design and develop a project that uses inputs and outputs on a controllable device C18: Seek help from an adult when they see something that is unexpected or worrying.	C21: Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.	c19: Choose the most suitable applications and devices for the purposes of communication. C20: Use many of the advanced features in order to create high quality, professional or efficient communications.	