

**Chapel St Leonards Primary School**

**Computing Progression Document**

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	<b>Computing systems and networks</b> Technology around us	<b>Programming A</b> Moving a robot	<b>Programming B</b> Programming animations	<b>Data and information</b> Grouping data	<b>Creating media</b> Digital writing	<b>Creating media</b> Digital painting
	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	C1: Explain what a given command will do; <i>predict, match and run a command</i>  C2: To act out given instructions  C3: Combine four direction commands to make a sequence  C4: Plan and use algorithms to create a simple program  C5: Find more than one solution to a problem	C6: Choose a command for a given purpose  C7: Show that a series of commands can be joined together  C8: Identify the effect of changing a value  C9: Design the parts of a project	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	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.
Year 2	<b>Programming A</b> Robot algorithms	<b>Computer systems and networks</b> Information technology around us	<b>Creating Media</b> Digital photography	<b>Creating Media</b> Making music	<b>Data and Information</b> Pictograms	<b>Programming B</b> Programming quizzes

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

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

	<p>C12: Understand how simple systems are connected and used.</p> <p>C13: Search for information using appropriate websites and advanced search functions.</p> <p>C14: Check the reliability of a website and know how search results are selected and ranked.</p> <p>C15: Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</p> <p>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.</p> <p>C17: Understand the effect of online comments and show responsibility and sensitivity when online.</p> <p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>	<p>C19: Choose the most suitable applications and devices for the purposes of communication.</p> <p>C20: Use many of the advanced features in order to create high quality, professional or efficient communications.</p>	<p>loops</p> <p>C3: Explain that a loop can stop when a condition is met <i>e.g. number of times</i></p> <p>C4: Conclude that a loop can be used to repeatedly check whether a condition has been met</p> <p>C5: Design a physical project that includes selection</p> <p>C6: Create a controllable system that includes selection</p> <p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>	<p>C21: Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</p>	<p>C19: Choose the most suitable applications and devices for the purposes of communication.</p> <p>C20: Use many of the advanced features in order to create high quality, professional or efficient communications.</p>	<p>condition to an outcome</p> <p>C9: Explain how selection directs the flow of a program</p> <p>C10: Design, create and evaluate a program which uses selection</p> <p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>
Year 6	<b>Computing systems and networks</b> Internet communication	<b>Programming A</b> Variables in games	<b>Programming B</b> Sensing	<b>Data and Information</b> Introduction to spreadsheets	<b>Creating media</b> 3D modelling	<b>Creating media</b> Webpage creation

<p>C11: Collaborate with others online on sites approved and moderated by teachers.</p> <p>C12: Understand how simple systems are connected and used.</p> <p>C13: Search for information using appropriate websites and advanced search functions.</p> <p>C14: Check the reliability of a website and know how search results are selected and ranked.</p> <p>C15: Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</p> <p>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.</p> <p>C17: Understand the effect of online comments and show responsibility and sensitivity when online.</p> <p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>	<p>C1: Define a 'variable' as something that is changeable</p> <p>C2: Explain why a variable is used in a program</p> <p>C3: Choose how to improve a program using variables</p> <p>C4: Design a project that builds on a given example</p> <p>C5: Use their own design to create and evaluate a project</p> <p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>	<p>C6: Create a program to run on a controllable device</p> <p>C7: Explain that selection can control the flow of a program</p> <p>C8: Update a variable with a user input</p> <p>C9: Use a conditional statement to compare a variable to a value</p> <p>C10: Design and develop a project that uses inputs and outputs on a controllable device</p> <p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>	<p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p> <p>C21: Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</p>	<p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p> <p>C19: Choose the most suitable applications and devices for the purposes of communication.</p> <p>C20: Use many of the advanced features in order to create high quality, professional or efficient communications.</p>	<p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>	<p>C18: Seek help from an adult when they see something that is unexpected or worrying.</p>
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