OAK GREEN SCHOOL
Believe, Achieve, Succeed

Computing Curriculum Progression

Teach Computing

Concept / Aspect	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computing systems and networks	**Cornerstones:** Exploring past and present technologies Online Safety **Jigsaw:** Safe adults (looking at internet safety)	**Technology around us** Recognising technology in school and using it responsibly.	**Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond.	**Connecting computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Systems and searching** Recognising IT systems around us and how they allow us to search the internet.	**Communication and collaboration** Identifying and exploring how data is transferred and information is shared online.
Creating media		**Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Digital photography** Capturing and changing digital photographs for different purposes.	**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story	**Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Video production** Planning, capturing, and editing video to produce a short film	**Webpage creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.
Programming A		**Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions.	**Sequencing sounds** Creating sequences in a block-based programming language to make music.	**Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Selection in physical computing** Exploring conditions and selection using a programmable microcontroller.	**Variables in games** Exploring variables when designing and coding a game.
Data and		**Grouping data**	**Pictograms**	**Branching**	**Data logging**	**Flat-file databases**	**Introduction to**

information		Exploring object labels, then using them to sort and group objects by properties	Collecting data in tally charts and using attributes to organise and present data on a computer.	**databases** Building and using branching databases to group objects using yes/no questions.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	Using a database to order data and create charts to answer questions.	**spreadsheets** Answering questions by using spreadsheets to organise and calculate data
Creating media		**Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	**Desktop publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Photo editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Vector drawing** Creating images in a drawing program by using layers and groups of objects	**3D modelling** Planning, developing, and evaluating 3D computer models of physical objects.
Programming B		**Programming animations** Designing and programming the movement of a character on screen to tell stories.	**Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	**Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game	**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz.	**Sensing** Designing and coding a project that captures inputs from a physical device.