



Computing Progression Map (Years 1-6)

Our discrete **computing curriculum** contains everything you need to teach computing at **key stages 1 and 2**, including lesson plans, slides, worksheets and assessment. All of the content has been created by subject experts, based on the latest **pedagogical research**. It also provides an innovative progression framework where computing content (concepts, knowledge, skills, and objectives) has been organised into interconnected networks we call **learning graphs**. **Summative assessments** for all KS2 units are also there to ensure that skills can be measured and evaluated effectively.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing systems and networks – Technology around us No. of lessons: 6 Overview: Unit guide Skills Progression: Learning graph	Creating media – Digital painting No. of lessons: 6 Overview: Unit guide Skills Progression: Learning graph	Creating media – Digital writing No. of lessons: 6 Overview: Unit guide Skills Progression: Learning graph	Data and information – Grouping data No. of lessons: 6 Overview: Unit guide Skills Progression: Learning graph	Programming A – Moving a robot No. of lessons: 6 Overview: Unit guide Skills Progression: Learning graph	Programming B – Introduction to animation No. of lessons: 6 Overview: Unit guide Skills Progression: Learning graph
Resources Software/ Hardware	<ul style="list-style-type: none"> • Mouse/ keyboard • Paintz paintz.app 	<ul style="list-style-type: none"> • Microsoft Paint • Paintz paintz.app • Other appropriate digital painting program 	<ul style="list-style-type: none"> • Google Docs • Microsoft Word • Pages App • Other appropriate digital program 	<ul style="list-style-type: none"> • Google Docs • Google Slides • Pages App • Other appropriate digital program 	<ul style="list-style-type: none"> • Beebots 	<ul style="list-style-type: none"> • Scratch Junior

<p>Year 2</p>	<p>Computing systems and networks – IT around us</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p>	<p>Creating media – Digital photography</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p>	<p>Creating media – Making music</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p>	<p>Data and information – Pictograms</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p>	<p>Programming A – Robot algorithms</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p>	<p>Programming B – An introduction to quizzes</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p>
<p>Resources Software/ Hardware</p>	<ul style="list-style-type: none"> ● Unplugged ● Google Slide sorting activity 	<ul style="list-style-type: none"> ● Digital camera device ● Tablets ● Pixlr 	<ul style="list-style-type: none"> ● Chrome Music Lab 	<ul style="list-style-type: none"> ● J2E Pictogram 	<ul style="list-style-type: none"> ● Beebots 	<ul style="list-style-type: none"> ● Scratch Junior
<p>Year 3</p>	<p>Computing systems and networks – Connecting computers</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Creating media – Animation</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Creating media – Desktop publishing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Data and information – Branching databases</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Programming A – Sequence in music</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Programming B – Events and actions</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>
<p>Resources/ Apps</p>	<ul style="list-style-type: none"> ● Unplugged activity ● Online paint app e.g. paintz.app (L3) 	<ul style="list-style-type: none"> ● Tablets ● iMotion App 	<ul style="list-style-type: none"> ● Adobe Spark (free, requires educator sign up) ● Google Slides/ Docs (adapt lessons) 	<ul style="list-style-type: none"> ● J2E Branching 	<ul style="list-style-type: none"> ● Scratch 	<ul style="list-style-type: none"> ● Scratch

<p>Year 4</p>	<p>Computing systems and networks – The Internet</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Creating media – Audio editing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Creating media – Photo editing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Data and information – Data logging</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Programming A – Repetition in shapes</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Programming B – Repetition in games</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>
<p>Resources Software/ Hardware</p>	<ul style="list-style-type: none"> • Online services 	<ul style="list-style-type: none"> • Audacity • Adapt lessons with Apple Garageband App 	<ul style="list-style-type: none"> • Paint.net 	<ul style="list-style-type: none"> • Data loggers • Apps on tablets • Download Google Science Journal App 	<ul style="list-style-type: none"> • Turtle Academy 	<ul style="list-style-type: none"> • Scratch
<p>Year 5</p>	<p>Computing systems and networks – Sharing information</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Creating media – Vector drawing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Creating media – Video editing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Data and information – Flat-file databases</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Programming A – Selection in physical computing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Programming B – Selection in quizzes</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>

Resources Software/ Hardware	<ul style="list-style-type: none"> ● Google Slides 	<ul style="list-style-type: none"> ● Google Drawings OR ● MS Publisher or MS PowerPoint ● Other appropriate program 	<ul style="list-style-type: none"> ● Recording device ● Microsoft Movie Maker ● Other software e.g. iMovie 	<ul style="list-style-type: none"> ● J2E Videos 	<ul style="list-style-type: none"> ● Crumbles, ● Crumble accessories, ● Crumble software (based on Scratch environment) 	<ul style="list-style-type: none"> ● Scratch
Year 6	<p>Computing systems and networks – Communication</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Creating media – 3D Modelling</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Creating media – Web page creation</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>	<p>Data and information – Spreadsheets</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Programming A – Variables in games</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Summative assessment Summative answers</p>	<p>Programming B – Sensing</p> <p>No. of lessons: 6 Overview: Unit guide</p> <p>Skills Progression: Learning graph</p> <p>Assessment: Rubric</p>
Resources Software/ Hardware	<ul style="list-style-type: none"> ● Online Websites 	<ul style="list-style-type: none"> ● TinkerCAD 	<ul style="list-style-type: none"> ● Google Sites 	<ul style="list-style-type: none"> ● Google Sheets ● Microsoft Excel ● Numbers App (iPad) 	<ul style="list-style-type: none"> ● Scratch 	<ul style="list-style-type: none"> ● Microbit ● Microbit Emulator