



Wool CE Primary School

Computing Progression



Overview:
 Computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Aims for the National Curriculum computing curriculum:

- Pupils can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- Pupils can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Pupils can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- Pupils are responsible, competent, confident and creative users of information and communication technology

Pupils will be taught the following knowledge and skills:

Unit overview:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Online Safety Sensible screen time	Online Safety Using technology to develop fine motor skills	Online Safety Using technology in expressive design	Online Safety Familiarity with different technologies	Online Safety Develop independence, resilience and perseverance in the face of challenge	Online Safety Logging in
Year 1/2 YEAR A	Online Safety: Project Evolve – Health, well-being and lifestyle Keyboard skills	Project Evolve – Privacy and security Computer systems and networks – Technology around us (Y1)	Project Evolve – Managing online information Creating media - Digital writing using Microsoft Word	Project Evolve – Online bullying Creating media - Digital painting (Y1)	Project Evolve – Online relationships Coding – Turtle Logo and Scratch Jr	Project Evolve – Online reputation Coding – Turtle Logo and Scratch Jr
Year 1/2 YEAR B	Online Safety: Project Evolve – Health, well-being and lifestyle Keyboard skills	Project Evolve – Self-image and identity Project Evolve – Privacy and security Computer systems and networks – IT around us (Y2)	Project Evolve – Managing online information Creating media - Digital writing using Microsoft Word	Project Evolve – Online bullying Creating media - Digital photos (Y2)	Project Evolve – Online relationships Data and information - pictograms	Project Evolve – Online reputation Data and information - pictograms
Year 3/4 YEAR A	Online Safety: Project Evolve – Managing online information Project Evolve – Health, well-being and lifestyle Keyboard skills	Project Evolve – Self-image and identity Project Evolve – Privacy and security Computer systems and networks – Connecting computers (Y3)	Project Evolve – Copyright and ownership Multimedia text and images – Desktop Publishing using PowerPoint	Project Evolve – Online bullying Multimedia text and images - Desktop Publishing using PowerPoint	Project Evolve – Online relationships Coding - Scratch	Project Evolve – Online reputation Coding - Scratch
Year 3/4 YEAR B	Online Safety: Project Evolve – Managing online information Project Evolve – Health, well-being and lifestyle Keyboard skills	Project Evolve – Self-image and identity Project Evolve – Privacy and security Computer systems and networks – The Internet (Y4)	Project Evolve – Copyright and ownership Multimedia text and images - Desktop Publishing using Publisher	Project Evolve – Online bullying Multimedia text and images - Desktop Publishing using Publisher	Project Evolve – Online relationships Multimedia sound and motion – Photo editing	Project Evolve – Online reputation Multimedia sound and motion – Photo editing
Year 5/6 YEAR A	Online Safety: Project Evolve – Managing online information Project Evolve – Health, well-being and lifestyle Keyboard skills	Project Evolve – Self-image and identity Project Evolve – Privacy and security Computer systems and networks - Systems and searching (Y5)	Project Evolve – Copyright and ownership Multimedia text and images – Web Page Creation	Project Evolve – Online bullying Multimedia text and images – Web Page Creation	Project Evolve – Online relationships Coding - Kodu	Project Evolve – Online reputation Coding - Kodu
Year 5/6 YEAR B	Online Safety: Project Evolve – Managing online information Project Evolve – Health, well-being and lifestyle Keyboard skills	Project Evolve – Self-image and identity Project Evolve – Privacy and security Computer systems and networks – Communication and Collaboration (Y6)	Project Evolve – Copyright and ownership Handling Data - Spreadsheets	Project Evolve – Online bullying Handling data - Spreadsheets	Project Evolve – Online relationships Multimedia sound and motion – Video editing	Project Evolve – Online reputation Multimedia sound and motion – Video editing