ST JOHN'S C OF E PRIMARY SCHOOL

COMPUTING PROGRESSION OVERVIEW

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term 1 **Digital literacy**	Using the mouse and keyboard, finding and operating programs/apps. E-safety: why use passwords.	Using the mouse and keyboard, finding and operating programs/apps. E-safety: how to stay safe when playing games on the internet.	Using blogs (with touch typing practice). E-safety: how to comment appropriately and what to do in the event of an inappropriate comment.	Using search engines effectively (with touch typing practice). E-safety: websites can trick search engines / searching for images safely.	Using email (with touch typing practice). E-safety: How to manage inappropriate messages / how to avoid viruses.	Creating a website (with touch typing practice). E-safety: how to stay safe when using social networks; what counts as 'personal' information.
Term 2 **Computer science**	Programming a toy to move around.	Using loops to carry out repeated tasks.	Using IF statements to create more interactive programs.	Using variables to enable programmers to adapt code more easily.	Using operators to carry out mathematical functions and logical comparisons.	Using sounds within a program.
Term 3 **Computing technology**	Understanding different uses for technology in and around school.	Understanding different uses for technology beyond school.	Understanding how devices connect to create a network.	To understand how computers control physical hardware.	Controlling external components with a computer.	Controlling multiple sensors and components within a computer.
Term 4 **Digital literacy**	Editing and formatting text with a word processor.	Using a digital camera and photo editing software.	Creating basic presentations.	To create interactive 'kiosk' presentations.	Editing and mixing musical compositions.	To sue formulae and graphs within a spreadsheet.
Term 5 **Computer science**	Creating a simple program with	Using inputs from the mouse and	Using IF ELSE statements to	Storing and retrieving values	Using physical sensors to control	Using pens within a program.

	Scratch.	keyboard within a program.	create even more interactive programs.	from a variable as a program is running.	programs.	
Term 6 **Digital literacy**	Using a drawing package to produce digital art.	Recording basic sounds and combining sound and images.	Styling documents to create eye-catching posters and leaflets.	To create stop frame animations that tell a story.	Recoding and editing movies.	To create stimulating presentations that combine a range of media.