Progression of skills in computing.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Duplo lego card 1 & 2 E-safety – Stop, don't click!	Duplo Lego card 3 Beebots – follow simple set of instructions using algorithm cards.	Duplo Lego card 4 Use 2simple – change pens, draw programming.	Duplo Lego 5 & 6 Use ipad to take a picture & make a video.	Duplo Lego 7 Computers – how to turn on / off / log on/ log off	Duplo Lego 8 Typing skills & keyboard familiarity (spacebar, back space).
Year 1	Computing, word processing skills – keyboard familiarity (return, caps lock, saving) Programming movement in turtle bot.	Espresso Coding 1A & 1B	E-Safety 2publish leaflet	Create, organise, store & retrieve data. Cut & paste.	Lego Wedo Ogre – complete & build from instructions	Beebots - how to debug an algorithms
Year 2	2DIY Games – designing & programming. Introduction to simple computing terminology	E-Safety & Purple Mash – Create an avatar	Espresso coding 2A – Block Coding	Building Lego Wedo Boats	Internet for research & 2publish / ppt – pupils to choose media for presentation	Espresso coding 2B
Year 3	Using Windows to save and open files. Introduction to Word. What is an algorithm? Espresso coding 3A & 3B – Sequence &	Use search technology safely and effectively (appreciation of how information is ranked) to make a fact sheet.	Kodo – game design.	Internet research & and add animations into powerpoint.	Scratch – design algorithm & game.	Lego Wedo – Gorrila Write algorithm for models to interact.

	animation & programming	E-Safety				
Year 4	Espresso coding 4a – sequence & animation & programming. Understanding and using internet search engines safely and effectively to research rainforests.	Purple Mash programming. Microsft word to publish and edit internet findings. Understanding and using internet search engines safely and effectively to research rainforests.	Espresso coding 4a – sequence & animation & programming. Understanding and using internet search engines safely and effectively to research Anglo-Saxons and Normans.	Lego Mindstorms Robots Introduction to EV3s using modules taken from Lego Mindstorms to allow class to programme motion, turns, follow paths, use sensors. Links to STEM and topic. Microsft Word to publish and edit internet findings. Understanding and using internet search engines safely and effectively to research Anglo-Saxons and Normans.	Purple mash – data analysis, collecting, analysing, evaluating and presenting data and information. Kodu – programming and game design. Understanding and using internet search engines safely and effectively to research Aztecs.	Beginning to use scratch to accomplish specific goals. Microsoft Powerpoint to present and edit internet research. Understanding and using internet search engines safely and effectively to research Aztecs.
Year 5	Espresso Coding 5a and 5b – pictorial coding Information technology:	E-safety. Understanding and using internet search engines safely and effectively to	Script coding – Scratch. Series of lessons to Allow progression in the coding of variables, including	Lego Mindstorms Robots Introduction to EV3s using modules taken from Lego Mindstorms to	Introduction to Python Coding using Espresso – script only coding.	Introduction to Data Handling. – simple spreadsheet.

	Understand the history of computing by producing a PPT of computing history, creating slides using animation, photo uploads and information from the internet.	research the Middle Ages, understanding that sources may not always be correct. Use of KODU for 3D planning of a landscape.	what ifs, forever loops, scoring, etc. Internet Safety Day. Whole school activities.	allow class to programme motion, turns, follow paths, use sensors. Links to STEM – forces in science.	Create a ppt of Egyptian Civilisation with slide design, use of snipping tool to upload information and visuals.	How does the WWW work? A packet tale – how do emails work.
Year 6	Using the internet safely – e-safety and Boolean Search criteria to understand how results are selected and ranked and be discerning in evaluating digital content. Using MS Word to create fact files about events in 20th century for timeline. Cut, copy and paste as well as SNIPPING tool.	Using the internet safely – e-safety and Boolean Search criteria to understand how results are selected and ranked and be discerning in evaluating digital content Use of MS Powerpoint to create information about WW1 and WW2	Internet Safety day Design, write and debug programs in Scratch to accomplish specific goals	Internet Safety day Design, write and debug programs in Scratch to accomplish specific goals Using Word to write newspaper articles and revising use of cut, copy and paste as well as Snipping tool to insert text and photos.	Lego Mindstorms design, write and debug programs with variables, including controlling or simulating physical systems; solve problems, use logical reasoning and sequencing, selection, and repetition in programs.	Lego Mindstorms Continued Use of Excel for simple spreadsheets – data graphs to relate to maths curriculum (post SATS)

E-Safety visuals in each classroom regularly referred to at the start of each computing lessons in order to ensure children understand how to keep safe online.

Explicit teaching in and around internet safety day February 2019.

Workshop for year 6 March.