

Wheatfields Primary School Computing Progression Overview

Wheatfields are currently transitioning to the use of the Teach Computing and each unit may be done in a different order, adapted or removed based on the resources or the needs of the pupils.

Key Stage 1:

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing units via 'Teach Computing'		Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
	Year 1	Technology around us Recognising and using technology responsibly in school	Digital painting Choosing appropriate tools to create art in a program, making comparisons with working non-digitally	Moving a robot Writing short algorithms and programs for floor robots (Beebots), predicting program outcomes	Grouping and data Labelling, sorting and grouping objects by properties	Digital writing Comparing non-digital writing to text created and formatted on a computer	Programming animations Tell stories through designing and programming the movement of a character on screen
	Year 2	Information technology around us Identifying how IT is responsible for improving school and the world around us	Digital photography Capturing and changing digital photographs for various purposes	Robot algorithms Using logical reasoning to make predictions when creating and debugging programs	Pictograms Organising and presenting data on a computer following the collection of data using tally charts	Digital Music Explore rhythms and melodies using a computer as a tool before creating a musical composition	Programming quizzes Make an interactive quiz by designing algorithms and programs using a sequence of codes

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Key Stage 2:

		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
		Computing systems and networks	Creating media	Programming A	Data and information	Creating media	Programming B
Computing units via 'Teach Computing'	Year 3	<p>Connecting computers</p> <p>Looking at how digital devices can be connected to make networks by focusing on the inputs, processes and outputs</p>	<p>Stop-frame Animation</p> <p>To tell a story through stop-frame animation by capturing and editing still images</p>	<p>Sequencing sounds</p> <p>Make music using block based programming to create sequences of sound</p>	<p>Branching databases</p> <p>Classifying objects into groups through the use of yes and no questions by building and using branching databases</p>	<p>Desktop publishing</p> <p>Creating documents for a specific purpose through modifying text, images and page layouts</p>	<p>Events and actions in programs</p> <p>Using a range of events to set off sequences of actions by writing algorithms and programs</p>
	Year 4	<p>The internet</p> <p>Recognising the internet and the WWW as a network of networks and evaluating online content</p>	<p>Audio productions</p> <p>Produce a podcast by capturing and editing audio and ensuring copyright considered</p>	<p>Repetition in shapes</p> <p>Drawing shapes using a text based programme to explore count-controlled loops</p>	<p>Data logging</p> <p>Using data loggers to carry out investigations, from data collected over time</p>	<p>Photo editing</p> <p>Understanding how digital images can be changed, edited, resaved and reused. Considering the impact and effectiveness of their choices</p>	<p>Repetition in games</p> <p>Explore count controlled and infinite loops to create a game using block-based programming</p>

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	Year 5	Systems and searching Searching the internet and recognising IT systems that allow his to happen	Video production Planning and producing a short film by capturing and editing video	Selection in physical computing To use and programme a microcontroller (Crumble) using conditions and selection	Flat-file databases To look at how a flat-file database can be used to order and create charts to answer questions	Introduction to vector graphics To learn how to use different drawing tools to help create images using layering and groups of objects	Selection in quizzes To explore selection in programming to design and code an interactive quiz	
	Year 6	Communication and collaboration To work collaboratively online by exploring how data is transferred	Webpage creation To plan, create and evaluate a webpage taking into consideration copyright, aesthetics and navigation	Variables in games To design and code a game, exploring the variables that can be set or changed	Introduction to spreadsheets To organise, create, format and evaluate data using spreadsheets	3D modelling To develop knowledge and understanding of using a computer to produce 3D models	Sensing movement To design and code a project that brings together elements of all four programming constructs taught in years 3-6	