



Computing scheme of work and progression summary



<https://teachcomputing.org/curriculum>

Year 1						
Theme	Computing Systems and networks	Creating media	Programming	Data and information	Creating media	Programming
Teach Computing Unit	Technology around us 1.1	Digital painting 1.2	Moving a robot 1.3	Grouping data 1.4	Digital writing 1.5	Programming animations 1.6
Unit summary	Recognising technology in school and using it responsibly	Choosing appropriate tools in a program to create art, and making comparisons with working non digitally	Writing short algorithms and programs for floor robots, and predicting program outcomes	Exploring object labels, then using then to sort and group objects and properties	Using a computer to create and format text, before comparing to write non digitally	Designing and programming the movement of a character on screen to tell stories



Year 2						
Theme	Computing Systems and networks	Creating media	Programming	Data and information	Creating media	Programming
Teach Computing Unit	Information and technology around us 2.1	Digital photography 2.2	Moving algorithms 2.3	Pictograms 2.4	Making music 2.5	Programming quizzes 2.6
Unit summary	Identifying IT and how its responsible use improves our world in school and beyond.	Capturing and changing digital photographs for different purposes	Creating and debugging programs, and using logical reasoning to make predictions.	Collecting data in tally charts and using attributes to organise and present data on a computer	Using a computer as a tool to explore rhythms and melodies, before creating a musical composition	Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.



Year 3						
Theme	Computing Systems and networks	Creating media	Programming	Data and information	Creating media	Programming
Teach Computing Unit	Connecting computers 3.1	Stop frame animation 3.2	Sequencing sounds 3.3	Branching data bases 3.4	Desktop publishing 3.5	Events and actions in programs 3.6
Unit summary	Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	Capturing and editing digital still images to produce a stop-frame animation that tells a story.	Creating sequences in a block-based programming language to make music.	Building and using branching databases to group objects using yes/no questions.	Creating documents by modifying text, images, and page layouts for a specified purpose.	Writing algorithms and programs that use a range of events to trigger sequences of actions.



Year 4						
Theme	Computing Systems and networks	Creating media	Programming	Data and information	Creating media	Programming
Teach Computing Unit	The internet 4.1	Audio editing 4.2	Repetition in shapes 4.3	Data logging 4.4	Photo editing 4.5	Repetition in games 4.6
Unit summary	Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	Using a text-based programming language to explore count-controlled loops when drawing shapes.	Recognising how and why data is collected over time, before using data loggers to carry out an investigation	Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled	Using a block-based programming language to explore count-controlled and infinite loops when creating a game.



Year 5						
Theme	Computing Systems and networks	Creating media	Programming	Data and information	Creating media	Programming
Teach Computing Unit	Sharing information 5.1	Video editing 5.2	Selection in physical computing 5.3	Flat file data bases 5.4	Vector drawing 5.5	Selection in quizzes 5.6
Unit summary	Identifying and exploring how information is shared between digital systems.	Planning, capturing, and editing video to produce a short film.	Exploring conditions and selection using a programmable microcontroller	Using a database to order data and create charts to answer questions.	Creating images in a drawing program by using layers and groups of objects.	Exploring selection in programming to design and code an interactive quiz.



Year 6						
Theme	Computing Systems and networks	Creating media	Programming	Data and information	Creating media	Programming
Teach Computing Unit	Internet communication 6.1	Webpage creation 6.2	Variables in games 6.3	Introduction to spreadsheets 6.4	3D modelling 6.5	Sensing 6.6
Unit summary	Recognising how the WWW can be used to communicate and be searched to find information.	Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	Exploring variables when designing and coding a game.	Answering questions by using spreadsheets to organise and calculate data.	Planning, developing, and evaluating 3D computer models of physical objects.	Designing and coding a project that captures inputs from a physical device.

