



Progression of Curriculum and Skills Map

Subject area: Computing

Curriculum Leader: Katie Russell

The three core areas are: **Computer Science**, **Information Technology** and **Digital literacy/eSafety**. We follow the progression document created by Mr P ICT.com. This provides a detailed breakdown of the age related expectations for each of the areas and their progression from EYFS through to year 6. It is expected that teachers will cover some of the IT objectives as part of other subjects; this application of skills will allow for deepening of understanding and mastery of the objectives. Therefore, this is a suggested framework of coverage; flexibility of how the topics are ordered is fine as long as all objectives are met by the end of the year.

	AUTUMN 1	AUTUMN 2	SPRING 1	SPRING 2	SUMMER 1	SUMMER 2
YEAR 1	Computational thinking and coding and programming (beebots) AR and VR	Sound Word processing and typing Online relationships and online bullying	Computational thinking and coding and programming (beebots) Photography and digital art	Word processing and typing Presentations Online reputation and managing	Data handling Word processing and typing Privacy and security	Animation Video creation Copyright and ownership

	Self image and identity		Health and well-being	information online.		
YEAR 2	<p>Sound</p> <p>Word processing and typing</p> <p>Self image and identity</p>	<p>Computational thinking and coding and programming (including beebots)</p> <p>AR and VR</p> <p>Online relationships and online bullying</p>	<p>Health and well-being</p> <p>Word processing and typing</p> <p>Data handling</p>	<p>Computational thinking and coding and programming (including beebots)</p> <p>Photography and digital art</p> <p>Online reputation and managing information online.</p>	<p>Animation</p> <p>Video creation</p> <p>Privacy and security</p>	<p>Presentations</p> <p>Copyright and ownership</p>

<p>YEAR 3</p>	<p>Word processing and typing</p> <p>Sound</p> <p>Self image and identity</p>	<p>Computational thinking</p> <p>Photography and digital art</p> <p>Online relationships and online bullying</p>	<p>Word processing and typing</p> <p>Data handling</p> <p>Health and well-being</p>	<p>Coding and programming</p> <p>Presentations, web design and eBook creation</p> <p>Online reputation and managing information online</p>	<p>Animation</p> <p>Video creation</p> <p>Privacy and security</p>	<p>AR and VR</p> <p>Computer Networks</p> <p>Copyright and ownership</p>
<p>YEAR 4</p>	<p>Computational thinking</p> <p>Photography and digital art</p> <p>Self image and identity</p>	<p>Word processing and typing</p> <p>Sound</p> <p>Online relationships and online bullying</p>	<p>Coding and programming</p> <p>Presentations, web design and eBook creation</p> <p>Health and well-being</p>	<p>Animation</p> <p>Video creation</p> <p>Online reputation and managing information online.</p>	<p>Computer Networks</p> <p>Data handling</p> <p>Privacy and security</p>	<p>AR and VR</p> <p>Word processing and typing</p> <p>Copyright and ownership</p>

YEAR 5	<p>Computational thinking</p> <p>Photography and digital art</p> <p>Self image and identity</p>	<p>Word processing and typing</p> <p>Sound</p> <p>Online relationships and online bullying</p>	<p>Coding and programming</p> <p>Presentations, web design and eBook creation</p> <p>Health and well-being</p>	<p>Animation</p> <p>Video creation</p> <p>Online reputation and managing information online.</p>	<p>Computer Networks</p> <p>Data handling</p> <p>Privacy and security</p>	<p>AR and VR</p> <p>Word processing and typing</p> <p>Copyright and ownership</p>
YEAR 6	<p>Computational thinking</p> <p>Presentations, web design and eBook creation</p>	<p>Word processing and typing</p> <p>Sound</p>	<p>Coding and programming</p> <p>Photography and digital art</p>	<p>Word processing and typing</p> <p>AR and VR</p>	<p>Computer Networks</p> <p>Data handling</p> <p>Privacy and security</p>	<p>Animation</p> <p>Video creation</p> <p>Copyright and ownership</p>

	Self image and identity	Online relationships and online bullying	Health and well-being	Online reputation and managing information online.		
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