

Aspects of Computing	Computer Science		Information Technology		Digital Literacy	
Cycle A						
Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Superheroes	Celebrations	My World	Once upon a Nursery Rhyme	Animal boogie	A Wonderful World
	See Progression Map Computing Progression Map					
Year 1	<p style="text-align: center;">Explorers: Land and Sea</p> <p style="text-align: center;">Purple Mash Units Covered this Term.</p> <p>1.1 - Online Safety & Exploring Purple Mash</p> <p>Children understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons.</p> <p>Children take ownership of their work and save this in their own private space such as their My Work folder on Purple Mash.</p> <p>1.2 - Grouping & Sorting</p> <p>Children can work out what is wrong with a simple algorithm when the steps are out of order, e.g. The Wrong Sandwich in Purple Mash and can write their own simple algorithm, e.g. Colouring in a Bird activity.</p> <p>1.3 - Pictograms</p> <p>Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work and follow simple instructions to access online resources, use Purple Mash 2Quiz example (sorting shapes), 2Code design mode (manipulating backgrounds) or using pictogram software such as 2Count.</p> <p>1.4 - Lego Builders</p> <p>Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective.</p> <p>They know that a computer program turns an algorithm into code that the computer can understand.</p> <p>Key Individuals:</p>	<p style="text-align: center;">Toys/Bears</p> <p style="text-align: center;">Purple Mash Units Covered this Term</p> <p>1.5 - Maze Explorers</p> <p>When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program. Children can, for example, interpret where the turtle in 2Go challenges will end up at the end of the program</p> <p>1.6 - Animated Story Books</p> <p>Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work and follow simple instructions to access online resources, use Purple Mash 2Quiz example (sorting shapes), 2Code design mode (manipulating backgrounds) or using pictogram software such as 2Count.</p> <p>Key Individuals:</p>	<p style="text-align: center;">We are Britain</p> <p style="text-align: center;">Purple Mash Units Covered this Term</p> <p>1.7 - Coding</p> <p>Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective.</p> <p>They know that a computer program turns an algorithm into code that the computer can understand</p> <p>Children know that an unexpected outcome is due to the code they have created and can make logical attempts to fix the code, e.g. Bubbles activity in 2Code.</p> <p>When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program.</p> <p>Children can, for example, interpret where the turtle in 2Go challenges will end up at the end of the program</p> <p>1.8 - Spreadsheets</p> <p>Follow simple instructions to access online resources, use Purple Mash 2Quiz example (sorting shapes), 2Code design mode (manipulating backgrounds) or using pictogram software such as 2Count.</p> <p>1.9 - Technology Outside School</p> <p>Children understand what is meant by technology and can identify a variety of examples both in and out of school.</p> <p>They can make a distinction between objects that use modern technology and those that do not e.g. a microwave vs. a chair</p> <p>Key Individuals:</p>			
Year 2	Our School		Houses and Homes		Explorers Air and Space	

	<p>Purple Mash Units Covered this Term</p> <p>2.1 - Coding</p> <p>Children can explain that an algorithm is a set of instructions to complete a task.</p> <p>When designing simple programs, children show an awareness of the need to be precise with their algorithms so that they can be successfully converted into code.</p> <p>Children can create a simple program that achieves a specific purpose. They can also identify and correct some errors, e.g. Debug Challenges: Chimp.</p> <p>Children's program designs display a growing awareness of the need for logical, programmable steps.</p> <p>Children can identify the parts of a program that respond to specific events and initiate specific actions. For example, they can write a cause-and-effect sentence of what will happen in a program.</p> <p>2.2 - Online Safety</p> <p>Children know the implications of inappropriate online searches. Children begin to understand how things are shared electronically such as posting work to the Purple Mash display board. They develop an understanding of using email safely by using 2Respond activities on Purple Mash and know ways of reporting inappropriate behaviours and content to a trusted adult.</p> <p>Key Individuals:</p>	<p>Purple Mash Units Covered this Term</p> <p>2.3 - Spreadsheets</p> <p>Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches.</p> <p>2.4 - Questioning</p> <p>Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches.</p> <p>2.5 - Effective Searching</p> <p>Children can effectively retrieve relevant, purposeful digital content using a search engine.</p> <p>They can apply their learning of effective searching beyond the classroom.</p> <p>They can share this knowledge, e.g. 2Publish example template.</p> <p>Key Individuals:</p>	<p>Purple Mash Units Covered this Term</p> <p>2.6 - Creating Pictures</p> <p>Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work.</p> <p>2.7 - Making Music</p> <p>Children are able to edit more complex digital data such as music compositions within 2Sequence</p> <p>2.8 - Presenting Ideas</p> <p>Children are confident when creating, naming, saving and retrieving content. Children use a range of media in their digital content including photos, text and sound.</p> <p>Key Individuals:</p>
<p>Year 3</p>	<p>EGYPT</p> <p>Purple Mash Units Covered this Term</p> <p>3.1 - Coding</p> <p>Children demonstrate the ability to design and code a program that follows a simple sequence. They experiment with timers to achieve repetition effects in their programs. Children are beginning to understand the difference in the effect of using a timer command rather than a repeat command when creating repetition effects.</p> <p>Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, repetition and use of timers. They make good attempts to 'step through' more complex code in order to identify errors in algorithms and can correct this. e.g. In programs such as Logo, they can 'read' programs with several steps and predict the outcome accurately</p> <p>3.2 - Online Safety</p> <p>Children demonstrate the importance of having a secure password and not sharing this with anyone else. Furthermore, children can explain the negative implications of failure to keep passwords safe and secure.</p> <p>3.3 - Spreadsheets</p>	<p>MAYANS</p> <p>Purple Mash Units Covered this Term</p> <p>3.4 - Touch Typing</p> <p>Children can carry out simple searches to retrieve digital content. They understand that to do this, they are connecting to the internet and using a search engine such as Purple Mash search or internet-wide search engines.</p> <p>3.5 - Email (including email safety)</p> <p>Children can list a range of ways that the Internet can be used to provide different methods of communication. They can use some of these methods of communication, e.g. being able to open, respond to and attach files to emails using 2Email. They can describe appropriate email conventions when communicating in this way</p> <p>They understand the importance of staying safe and the importance of their conduct when using familiar communication tools such as 2Email in Purple Mash. They know more than one way to report unacceptable content and contact.</p>	<p>STONE AGE TO IRON AGE</p> <p>Purple Mash Units Covered this Term</p> <p>3.7 - Simulations</p> <p>Children can turn a simple real-life situation into an algorithm for a program by deconstructing it into manageable parts. Their design shows that they are thinking of the desired task and how this translates into code. Children can identify an error within their program that prevents it following the desired algorithm and then fix it.</p> <p>3.8 - Graphing</p> <p>Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database (2Question), using software such as 2Graph. Children can consider what software is most appropriate for a given task. They can create purposeful content to attach to emails, e.g. 2Respond</p>

	<p>Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database</p> <p>Key Individuals:</p>	<p>3.6 - Branching Databases</p> <p>Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database</p> <p>Key Individuals:</p>	<p>3.9 - Presenting with Microsoft PowerPoint</p> <p>Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database</p> <p>Key Individuals:</p>
Year 4	<p>ROMANS</p> <p>Purple Mash Units Covered this Term</p> <p>4.1 - Coding</p> <p>Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability to understand the online safety implications associated with the ways the Internet can be used to provide different methods of communication is improving.</p> <p>Children's use of timers to achieve repetition effects are becoming more logical and are integrated into their program designs. They understand 'IF statements' for selection and attempt to combine these with other coding structures including variables to achieve the effects that they design in their programs. As well as understanding how variables can be used to store information while a program is executing, they are able to use and manipulate the value of variables. Children can make use of user inputs and outputs such as 'print to screen'. e.g. 2Code.</p> <p>Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, 'IF' statements, repetition and variables</p> <p>4.2 - Online Safety</p> <p>Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards</p> <p>Key Individuals:</p>	<p>ANGLO SAXONS</p> <p>Purple Mash Units Covered this Term</p> <p>4.3 - Spreadsheets</p> <p>Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards</p> <p>4.4 - Writing for different audiences</p> <p>Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards</p> <p>Key Individuals:</p>	<p>VIKINGS</p> <p>Purple Mash Units Covered this Term</p> <p>4.5 - Logo</p> <p>They can trace code and use step-through methods to identify errors in code and make logical attempts to correct this. In programs such as Logo, they can 'read' programs with several steps and predict the outcome accurately.</p> <p>4.6 - Animation</p> <p>Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards</p> <p>4.7 - Effective Search</p> <p>Children understand the function, features and layout of a search engine. They can appraise selected webpages for credibility and information at a basic level.</p> <p>4.8 - Hardware Investigators</p> <p>Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability to understand the online safety implications associated with the ways the Internet can be used to provide different methods of communication is improving.</p> <p>Key Individuals:</p>
Year 5	<p>LOCAL HISTORY – OXFORD & THE CASTLE</p> <p>Purple Mash Units Covered this Term</p> <p>5.1 - Coding</p>	<p>BEYOND 1066 (CRIME & PUNISHMENT)</p> <p>Purple Mash Units Covered this Term</p> <p>Half of 5.3 - Spreadsheets</p>	<p>A NON-EUROPEAN COUNTRY THAT PROVIDES A CONTRAST WITH BRITISH HISTORY (BENIN, WEST AFRICA)</p> <p>Purple Mash Units Covered this Term</p> <p>5.6 - 3D Modelling</p>

	<p>Children may attempt to turn more complex real-life situations into algorithms for a program by deconstructing it into manageable parts. Children are able to test and debug their programs as they go and can use logical methods to identify the approximate cause of any bug but may need some support identifying the specific line of code.</p> <p>Children can translate algorithms that include sequence, selection and repetition into code with increasing ease and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures. They are combining sequence, selection and repetition with other coding structures to achieve their algorithm design.</p> <p>5.2 - Online Safety</p> <p>Children have a secure knowledge of common online safety rules and can apply this by demonstrating the safe and respectful use of a few different technologies and online services. Children implicitly relate appropriate online behaviour to their right to personal privacy and mental wellbeing of themselves and others.</p> <p>Half of 5.3 - Spreadsheets</p> <p>Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. e.g. creating their own program to meet a design brief using 2Code. They objectively review solutions from others. Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. They are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email.</p> <p>Key Individuals:</p>	<p>Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. e.g. creating their own program to meet a design brief using 2Code. They objectively review solutions from others. Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. They are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email.</p> <p>5.4 - Databases</p> <p>Children search with greater complexity for digital content when using a search engine. They are able to explain in some detail how credible a webpage is and the information it contains</p> <p>5.5 - Game Creator</p> <p>When children code, they are beginning to think about their code structure in terms of the ability to debug and interpret the code later, e.g. the use of tabs to organise code and the naming of variables.</p> <p>Key Individuals:</p>	<p>Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. e.g. creating their own program to meet a design brief using 2Code. They objectively review solutions from others. Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. They are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email.</p> <p>5.7 - Concept Maps</p> <p>Children understand the value of computer networks but are also aware of the main dangers. They recognise what personal information is and can explain how this can be kept safe. Children can select the most appropriate form of online communications contingent on audience and digital content, e.g. 2Blog, 2Email, Display Boards</p> <p>Key Individuals:</p>
<p>Year 6</p>	<p>ANCIENT GREECE</p> <p>Purple Mash Units Covered this Term</p> <p>6.1 – Coding</p> <p>Children translate algorithms that include sequence, selection and repetition into code and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures, including nesting structures within each other. Coding displays an improving understanding of variables in coding, outputs such as sound and movement, inputs from the user of the program such as button clicks and the value of functions.</p> <p>Children are able to turn a more complex programming task into an algorithm by identifying the important aspects of the task (abstraction) and then decomposing them in a logical way using their knowledge of possible coding structures and applying skills from previous programs. Children test and debug their program as they go and use logical methods to identify the cause of bugs, demonstrating a systematic approach to try to identify a particular line of code causing a problem</p> <p>6.2 - Online Safety</p> <p>Children demonstrate the safe and respectful use of a range of different technologies and online services. They identify more discreet inappropriate behaviours through developing critical thinking, e.g. 2Respond activities. They</p>	<p>EARLY CIVILISATIONS – THE SHANG DYNASTY, CHINA</p> <p>Purple Mash Units Covered this Term</p> <p>6.4 - Blogging</p> <p>Children make clear connections to the audience when designing and creating digital content. The children design and create their own blogs to become a content creator on the internet, e.g. 2Blog. They are able to use criteria to evaluate the quality of digital solutions and are able to identify improvements, making some refinements.</p> <p>6.5 - Text Adventures</p> <p>Children are able to interpret a program in parts and can make logical attempts to put the separate parts of a complex algorithm together to explain the program as a whole.</p> <p>Key Individuals:</p>	<p>EARLY CIVILISATIONS – ANCIENT SUMER</p> <p>Purple Mash Units Covered this Term</p> <p>6.6 - Networks</p> <p>Children understand and can explain in some depth the difference between the internet and the World Wide Web. Children know what a WAN and LAN are and can describe how they access the internet in school.</p> <p>6.7 - Quizzing</p> <p>Children make clear connections to the audience when designing and creating digital content. The children design and create their own blogs to become a content creator on the internet, e.g. 2Blog. They are able to use criteria to evaluate the quality of digital solutions and are able to identify improvements, making some refinements.</p> <p>Key Individuals:</p>

recognise the value in preserving their privacy when online for their own and other people's safety.

6.3 - Spreadsheets

Children readily apply filters when searching for digital content. They are able to explain in detail how credible a webpage is and the information it contains. They compare a range of digital content sources and are able to rate them in terms of content quality and accuracy. Children use critical thinking skills in everyday use of online communication.

Key Individuals:

Coding Breakdown

LKS2 - CYCLE A					
Using Flowcharts Unit 3.1, Lesson 1	Using Timers Unit 3.1, Lesson 2	'if' statements Unit 4.1, Lesson 2	Coordinates Unit 4.1, Lesson 3	Code, Test and Debug – Unit 3.1, Lesson 4	Design, Code, Test and Debug Unit 4.1, Lesson 1
LKS2 – CYCLE B					
Using Repeat Unit 3.1, Lesson 3	Repeat Until and 'if/else' Statements Unit 4.1, Lesson 4	Number Variables Unit 4.1, Lesson 5	Design and Make an Interactive scene Unit 3.1, Lesson 5-6	Making a Playable game – Unit 4.1, Lesson 6	

UKS2 - CYCLE A					
Coding Efficiently Unit 5.1, Lesson 1	Simulating a physical system Unit 5.1, Lesson 2	Friction and Functions Unit 5.1, Lesson 4	Introducing Strings Unit 5.1, Lesson 5	Text Variable and Concatenatio n Unit 5.1, Lesson 6	User Input Unit 6.1, Lesson 5
UKS2 – CYCLE B					
Designing and writing a more complex program Unit 6.1, Lessons 1 & 2		Decompositio n and Abstraction Unit 5.1, Lesson 3	Using Functions Unit 6.1, Lesson 3	Flowcharts and control simulations Unit 6.1, Lesson 4	Text Adventure Unit 6.1, Lesson 6