

## Key Themes and concepts - Progression within Computing



Within our Computing curriculum, there are four broad themes:

Computer Systems and Networks, Creating Media, Data and Information, Programming

Children visit these themes at different times on their journey through the school, as part of their topics.

Learning about e-safety also runs as a consistent thread in all year groups.

<b>Computer Systems and Networks</b>	<b>Creating Media</b>	<b>Data and Information</b>	<b>Programming</b>
<u>Y1:</u> Technology around Us	<u>Y1:</u> Digital writing	<u>Y1:</u> Grouping data	<u>Y1:</u> Moving a robot
	<u>Y1:</u> Digital painting		<u>Y1:</u> Introduction to animation
<u>Y2:</u> IT around us	<u>Y2:</u> Digital photography	<u>Y2:</u> Pictograms	<u>Y2:</u> Robot Algorithms
	<u>Y2:</u> Making music		<u>Y2:</u> Introduction to quizzes
<u>Y3:</u> Connecting computers	<u>Y3:</u> Animation	<u>Y3:</u> Branching databases	<u>Y3:</u> Sequence in music
	<u>Y3:</u> Desktop publishing		<u>Y3:</u> Events and actions
<u>Y4:</u> The internet	<u>Y4:</u> Audio editing	<u>Y4:</u> Data logging	<u>Y4:</u> Repetition in shapes
	<u>Y4:</u> Photo editing		<u>Y4:</u> Repetition in games
<u>Y5:</u> Sharing information	<u>Y5:</u> Vector drawing	<u>Y5:</u> Flat-file databases	<u>Y5:</u> Selection in physical computing
	<u>Y5:</u> Video editing		<u>Y5:</u> Selection in quizzes
<u>Y6:</u> Communication	<u>Y6:</u> 3D modelling	<u>Y6:</u> Spreadsheets	<u>Y6:</u> Variables in games
	<u>Y6:</u> Web page creation		<u>Y6:</u> Sensing