St John's Catholic School Computing Progression Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Publishing/Research including Word Processing Skills	- Write My Name - Use the Enter Key to move to a new line - Use the Full Stop key - Use the Space Bar to create a finger space - Use the Backspace key to delete a letter - Use the Undo Button - Use the Shift key to create a Capital Letter - Use the Caps Lock Key	- Open a new page - Open a Saved Document - Use the Save button and name my work correctly (work saved in their folder – does not need their name in the title). - Place the Cursor with Mouse and Arrow Keys - Copy and Paste from the Internet - Double Click on a word to select it - Use the Number Keys	- Change the Font Size, style and colour - Use Bold/Italic and Underline - Use the Highlight Tool - Use Bullet Points and Numbering - Align Right/Centre/Left and Justify - Use Spell Check - Put text into Columns - Insert Headings and Sub-headings - Page Views, Zoom and Print Preview - Use the Undo and Redo edit options	- Use Page Set Up – landscape or portrait - Use Cut/Copy and Paste icons - Insert Table - Insert Symbols - Insert Word Art and Format and Resize - Insert a Text Box and Format and Resize - Insert a Shape and Format and Resize - Insert Clip Art or a picture and Format and Resize - Create a Border	- Use Ctrl shortcuts and Function keys - Use Word Count - Use Find and Replace - School Name in Footer - Name and Date in Header	- Use Title options - Use thesaurus /synonyms - Use protect document - Use watermark
Computing systems and Networks	**Technology around us** Recognising technology in school and using it responsibly.	**Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond.	**Connecting computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Systems and searching** Recognising IT systems around us and how they allow us to search the internet.	**Communication and collaboration** Identifying and exploring how data is transferred and information is shared online.
Creating Media	**Digital painting** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally. **Digital writing** Using a computer to create and format text, before comparing to writing non-digitally.	**Digital photography** Capturing and changing digital photographs for different purposes. **Making music** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story. **Desktop publishing** Creating document by modifying text, images, and page layouts for a specified purpose.	**Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered. **Photo editing** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Video production** Planning, capturing, and editing video to produce a short film. **Vector drawing** Creating images in a drawing program by using layers and groups of objects	**Webpage creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation. **3D modelling** Planning, developing, and evaluating 3D computer models of physical objects.

Programming A	**Moving a robot** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Robot algorithms** Creating and debugging programs, and using logical reasoning to make predictions.	**Sequencing sounds** Creating sequences in a block-based programming language to make music.	Repetition in shapes Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Selection in physical computing** Exploring conditions and selection using a programmable microcontroller.	**Variables in games** Exploring variables when designing and coding a game.
Data and information	**Grouping data** Exploring object labels, then using them to sort and group objects by properties.	**Pictograms Collecting** data in tally charts and using attributes to organise and present data on a computer.	**Branching databases** Building and using branching databases to group objects using yes/no questions.	**Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Flat-file databases** Using a database to order data and create charts to answer questions.	**Introduction to spreadsheets** Answering questions by Using spreadsheets to organise and calculate data.
Programming B	**Programming animations** Designing and programming the movement of a character on screen to tell stories.	**Programming quizzes** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz	**Events and actions in Programs** Writing algorithms and programs that use a range of events to trigger sequences of actions	**Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz.	**Sensing** Designing and coding a project that captures inputs from a physical device.

RSE includes details of online safety coverage