Christ Church (Brondesbury) CE Primary School
Computing Curriculum Progression Map

	Aut 1	Aut 2a	Spring 1	Spring 2	Summer 1	Summer 2
1	E-safety, how a computer works, what is an algorithm? Building simple algorithms (Beebot).	E-safety, what is the internet? How do we use the internet? building simple algorithms (Daisy the Dinosaur) – blockly code,	E-safety, how does a library use computers? Building simple algorithms (Lightbot), Blockly code (Scratch Jnr)	E-safety, keyboard skills, presenting data, building simple algorithms (rapid Router) blockly code	E-safety, desktop publishing (making an e-book), Building simple algorithms (Hour of Code) blockly code.	E-safety, Music and Sound, buidling simple algorithms (Beebot), draw and paint, robots and their uses.
2	E-safety, the main parts of a computer, what is an algorithm? Building simple programs (Lightbot).	E-safety, how a bank works, creating simple programs - blockly code (introduction to Scratch Jnr).	E-safety, creating simple programs – blockly code (Studio Code and Tynker), computers outside the school and home environment.	E-safety, how supermarkets use computers, building simple algorithms (Grabber Machine), creating simple programs (Rapid Router).	E-safety, creating simple programs (Arcade Make Code, Studio Code) with loops, Music making (Musiclab).	E-safety, creating simple programs (Scratch 2.0), robots and their uses, buidling simple algorithms (Ozobot).
3	E-safety, the different computers and their parts, designing a computer, ICT skills, creating simple programs (Scratch 2.0).	E-safety, building simple algorithms (programming a humanoid), IT Skills, creating simple programs (Scratch 2.0).	E-safety, ICT skills, word processing, keyboard skills, creating simple programs (scratch 2.0).	E-safety, ICT skills, desktop publishing, creating simple programs (scratch 2.0).	E-safety, ICT skills, presentation media, creating simple programs (Music Machines Scratch 2.0)	E-safety, Web research skills, creating simple loops (scratch 2.0). Creating simple algorithms (Ozobot colour coding)
4	E-safety, what is a computer? What is the www.? Algorithms – sequence, stop-frame animation.	E-safety, word processing and desktop publishing, blockly code (scratch 2.0) selection introduction.	E-safety, word processing and desktop publishing assessment, blockly code (scratch 2.0) selection .	E-safety, keyboard skills, turtle code v blockly code, Google mail.	E-safety, presentation media (google slides/powerpoint/prezzi, blockly code selection assessment.	E-safety, web research, robotics (Ozobot), light sensor coding.
5	E-safety, how does a computer work? Web research skills, blockly code – sequence, selection, repetition.	E-safety, how the internet works, blockly coding – creating a simple scoring maze game.	E-safety, 3-D computer modelling introduction and investigation, blockly coding (Scratch 2.0)variables and loops.	E-safety, blockly code (Scratch 2.0)conditional selection, variables and lists.	E-safety, spreadsheet software (google sheets/Microsoft excel) introduction and investigation.	E-safety, spreadsheet software (databases), blockly programming (Ozobot), robotics.
6	E-safety, presentation software, web research skills, Blockly code – creating a simple game	E-safety, stop frame animation, blockly code (Scratch 2.0) decomposing /generalisation	E-safety, Blockly code simulation, coordinates and sequence (Scratch 2.0)	E-safety, spreadsheet software(google sheets/Microsoft excel) formulae revision.	E-safety, create a simulation of a website using presentation software (hyperlinks), create a digital yearbook.	E-safety, robotics and blockly code, Lego Wedo project.