Computing progression document

	Digital Literacy	Computer Science	Information Technology	Byte Size & Fun
Reception	**Technology & Me:** This unit helps children to make sense of and explore the technology around them. The children will get to experience a range of technology/ equipment, including digital cameras, iPads, video cameras, microscopes and sound recorders.	**Robots:** This unit gives children their first taste of computing (computational thinking and coding). The children will learn new skills and practice giving instructions to complete tasks. Includes a range of continuous provision activities.	**Animal Safari:** This unit helps children use iPads/tablets independently to collect and record information. The children will learn about opening apps, scanning QR codes, taking photos and recording information in a tally chart. Includes a range of continuous provision activities.	**Pretty Pictures:** In this unit children will learn how to take photos, record video and record audio. These are important skills that will enable them to document their own learning and ideas.
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UK Council for Internet Safety (UKCCIS) 'Education for a Connected World Framework'.			**Beats & Rhythms:** The children will use simple sound recording apps and music creation apps to make their own musical loops. Bags of fun for little DJs.
				Shape Hunt: The children will use cameras or iPads to photograph shapes and colours from about the school and outdoor area.
Year 1	**Modern Tales:** Using the vehicle of the children's stories, the children will learn to navigate the rules of online safety and communication. The children will make animations based on an online situation they may encounter.	**What is a Computer?:** In this unit children will learn about the different parts of a computer and iPad. They will learn new skills, tips and tricks. The children will be able to see the inner working of a computer and build their own. Includes a range of continuous provision activities.	**Mini-Beasts:** Children will use technology to classify minibeasts. In this activity the children will learn about gathering and presenting information. They will then make their own David Attenborough style nature documentary. Includes a range of continuous provision activities.	**Animate with Shapes:** Children will learn the basic skills of stop frame animation and produce a simple animated movie.
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.			**Drawing Maths:** This activity blends art and maths. The children will master an art app while exploring shape, numbers and problem solving.
Year 2	**Online Buddies:** This activity will explore what friendship means online. The children will learn about the do's and don'ts of communicating over the internet.	**Code a Story:** The children will write a basic story with illustrations. They will then turn this into an animated story using visual coding. The activity will introduce new concepts such as conditional language, repeat loops and debugging.	**Story Land:** The children take the role of authors to write the sequel to popular children's stories. They then create illustrations for their story and record them self reading it in order to create an audiobook to publish online.	**Heads Up!:** The children play a computing focused game of charades and then create their own version.
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.			**Maths Madness:** The children take part in a maths scavenger hunt and then create their own version by creating QR codes and maths videos.

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Year 3	**Online Detectives:** This activity is designed to support children in mastering the art of advanced internet searching. They will learn new tricks to improve their searches while they try to solve puzzles and challenges.	**Dancing Robot:** The children will use some of Scratch Jr's more advanced coding blocks to create their own interactive dancing robot game. The children will learn the important skills of critical thinking, problem solving and debugging.	**Rainforests:** The children will explore rainforests through new Virtual Reality (VR) apps. They will also create their own interactive learning games for younger children to play.	**Keyboard Adventures:** In this activity the children will master the art of using a keyboard and short cuts with a series of fun activities. **T-Shirt Designer:** The children will become illustrators and design their own t-shirts.
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.			**Wizard School:** The children will undertake a series of creative challenges based around the Harry Potter books.
Year 4	**Fake or Real?:** Fake news is a serious concern and in this activity children will learn how they can sort the truth from the lies. Making videos to show what they have found out.	**Hour of Code:** The class will sign up for Hour of Code and work through various challenges. The class can also choose to take part in global coding events.	**Dinosaurs:** In this activity the children will make their own summer blockbuster. They will learn all about filming techniques and storytelling skills.	
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.			**Minecraft Challenges:** Who is the best at building. The children take part in a series of maths/Minecraft challenges.
Year 5	**YouTuber:** Every child wants to be a "YouTuber". In this activity children will learn about want that means, the positives and negatives, safety tips and they will create their own video blog (vlog).	**Girls v Boys: STEAM Challenges:** This activity will pit the girls against the boys in a series of creative STEM challenges. They will tackle code, maths, art, DT and lots of problem solving.	**Making AR Games:** In this activity the children will be introduced to the world of Augmented Reality (AR). They will then be set the task of designing and creating game that uses AR.	**Video Game Music Composer:** The children will learn about audio recording and will write and record their own songs. The class can can combine these into a class album.
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.			**News Reporter & Podcaster:** Children will produce their own podcasts to publish online.
Year 6	**Online Safety Dilemmas:** In this activity the children will become online safety ambassadors. They will be given modern day dilemmas. Dilemmas that children face everyday online and asked to produce a series of "what to do" videos to explain how to cope online.	**VR Worlds:** The class will explore Virtual Reality (VR) and how it can be used in the classroom. The children will also build their own VR world.	**Crossy Roads:** The children will create their own version of the popular app Crossy Roads using visual coding.	**Maths: Solve IT Club:** Children will produce their own digital guide to being a maths genius. Making videos and animations showing how to solve various maths problems. This is an opportunity to connect with other schools.
	My Online Life: This activity takes place over the course of the term. It meets the objectives as set out by UKCCIS 'Education for a Connected World Framework'.			**Quiz Show Host:** The children will create quizzes using a variety of apps.