

Computing Progression at Southfields Primary School

	Autumn 1						Autumn 2						Spring 1						Spring 2						Summer 1						Summer 2					
	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
E Y F S	Technology Around Us						Touchscreen Skills / Robots						Hardware						Quizzes						• Drawing skills / Safety & Privacy						Sounds & Photography					
Y 1	• Introduction to using a computer - Logging on / Keyboard and mouse control / • Online Safety						• Computer Art- creating artwork based on famous paintings.						• Online Safety • Exploring Purple Mash Basic skills						• Maze Explorers - Understanding computational direction when it comes to programming						• Scratch Junior - coding using iPad to create simple animations						• Animated Story Books - Encompassing drawing, writing and coding to create a digital story					
Y 2	• Online Safety • Typing Games - Finding the keys and increasing accuracy • Introduction to Purple Mash						• Digital photography						• Presenting ideas/ basic skills development						• Pictograms- presenting information and generating data.						• Music - composition, sequencing and repetition using a computer						• Scratch - Programming simple animated scenes on the computer using block coding					
Y 3	• Online Safety • Email - Exploring Emails in Purple Mash emailing classmates and chatting with 'bots'						• Stop Motion Animation - Using iPads, create characters and film a stop motion movie						• Introduce school email and Google Classroom - Google Forms • Typing – correct finger placement / improving scores and techniques						• Databases - Creating their own databases and searching for content within them						• Presenting Ideas in PowerPoint						• Programming a maze					
Y 4	• Online Safety • Introduction to spreadsheet						• Music - Creating their own music on the computer using different audio programmes CM						• Key Skills - Opening / Saving / Uploading / Downloading / Inserting / Renaming / Copying / Navigating Explorer/ online safety • Google Classroom						• Photo editing						• TinkerCad - 3D Design - how to use the program and completing a design challenge						• Repetition in games • Repetition in shapes Art - digital patterns					
Y 5	• Online Safety • Creating vector drawings						• Coding - selection in quizzes						• Key Skills - Opening / Saving / Uploading / Downloading / Inserting / Renaming / Copying / Navigating Chrome/ online safety • Google Classroom						• Databases						• Lego - Building Lego creations that can be controlled by a computer • Human Benchmark - Using a computer to measure human ability						• Video Editing/ using a green screen					
Y 6	• Online Safety • Blogging - Creating and maintaining an online blog						• Programming A- Creating an catching game using multiple pieces of programming						• Webpages with basic skills development						• Programming B- Micro bits PG CS						• spreadsheets via google sheets						• Creating a promotional video for the school - Using an iPad to film and edit a video for prospective parents					

As well as weekly specific computing lessons, every class has access to a minisuite of 3 laptops in their own classroom, a class iPad and access to 4x class set of iPads and android tablets. These can all be used to research, create content, practise skills and further their use of technology in school E Safety, staying safe online, protecting personal data including passwords etc. is constantly reinforced throughout the year in computing lessons. Also special assemblies, visits, PSHE sessions and Safer Internet Day/Week practiced throughout the school.