Computing coverage and progression 2023-2024

Coverage		Autumn One	Autumn Two		Spring One	Spring Two		Summer One	Summer Two
Year 3	Internet Safety Term Focus	**Data and Information** — Branching databases — Building and using branching databases to group objects using yes/no questions	**Programming A** — Sequencing sounds — Creating sequences in a block-based programming language to make music.	Internet Safety Term Focus – Alongside Internet Safety Day	**Computing systems and networks** — Connecting computers — Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Creating media** — Desktop publishing — Creating documents by modifying text, images, and page layouts for a specified purpose	Internet Safety Term Focus	**Programming B** — Events and actions in programs — Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Creating media** — Stop-frame animation — Capturing and editing digital still images to produce a stop-frame animation that tells a story
			Cross Curricular – Discovery			Cross Curricular – Digital Literacy		Cross Curricular – Discovery	Cross Curricular – Digital Literacy
Year 4		**Computing systems and networks** — The internet — Recognising the internet as a network of networks including the WWW, and why we should evaluate online content	**Data and Information** — Data logging — Recognising how and why data is collected over time, before using data loggers to carry out an investigation		**Programming A** — Repetition in shapes — Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Creating media** — Audio editing — Capturing and editing audio to produce a podcast, ensuring that copyright is considered		**Programming B** — Repetition in games — Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	**Creating media** — Photo editing — Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.
			Cross Curricular – Science		Cross Curricular – Discovery	Cross Curricular – Digital Literacy		Cross Curricular – Discovery	Cross Curricular – Digital Literacy
Year 5		**Data and Information** — Flat-file databases — Using a database to order data and create charts to answer questions.	**Programming A** — Selection in physical computing — Exploring conditions and selection using a programmable microcontroller.		**Computing systems and networks** — Sharing information — Identifying and exploring how information is shared between digital systems.	**Creating media** — Video editing — Planning, capturing, and editing video to produce a short film.		**Programming B** — Selection in quizzes — Exploring selection in programming to design and code an interactive quiz.	**Creating media** — Vector drawing — Creating images in a drawing program by using layers and groups of objects.
			Cross Curricular – Discovery		Cross Curricular – Discovery	Cross Curricular – Digital Literacy		Cross Curricular – Discovery	Cross Curricular – Digital Literacy
Year 6		**Programming A** — Variables in games — Exploring variables when designing and coding a game	**Creating media** — 3D modelling — Planning, developing, and evaluating 3D computer models of physical objects.		**Computing systems and networks** — Internet communication — Recognising how the WWW can be used to communicate and be searched to find information.	**Creating media** — Webpage creation — Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.		. **Programming B** — Sensing — Designing and coding a project that captures inputs from a physical device.	**Data and Information** — Introduction to spreadsheets — Answering questions by using spreadsheets to organise and calculate data
		Cross Curricular – Discovery	Cross Curricular – Digital Literacy			Cross Curricular – Digital Literacy		Cross Curricular – Discovery	Cross Curricular

Computer Science	Digital Literacy	Information Technology		
Programming and Theory	**E-Safety & Research**	**Communication**	**Data**	**Multimedia**
Programming — Simulations — Computer Theory	E-safety — Research (Cross Curricular focus)	Word processing — Presentations — Online collaboration	Graphs — Databases — Spreadsheets	Creating images - Photography — Animation — Video — Audio