

Highlands Primary School

Progression through the Computing Curriculum

Year Group	Autumn Term	Spring Term	Summer Term
EYFS	- Use a programmable toy and make it move - Explore a range of programmes on an iPad	- Use a programmable toy and make it move - Explore a range of programmes on an iPad - Use the internet safely and understand the dangers of talking to strangers online.	- Use a programmable toy and make it move - Explore a range of programmes on an iPad
Year One	Talk about how technology is used in the home and what we use technology for	Introduce algorithms as instructions; creating 6-step algorithms and predictions for a programmable toy (BeeBot)	Create and save a digital image, using Doodle Buddy.
E-Safety Use technology safely and respectfully, keeping personal information private.			
Year Two	Understand what a computer is and their use outside of school and home.	Create, write and test clear and precise algorithms; identifying bugs and predicting outcomes (BeeBot app)	Use Pic Collage to create, store and retrieve digital content
E-Safety Identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.			
Year Three	Use the internet to communicate by creating and contributing to a class blog	Introduction to coding through writing a programme to create a short game (Hour of Coding)	Use Publisher to create an information text
E-Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			
Year Four	Design and write a programme, including forever loops (Scratch)	Combine hardware and software to create a podcast	Use PowerPoint to create a class e-book
E-Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			
Year Five	Use selection to control physical systems (Crumble)	Use the internet to communicate and collaborate by revisiting class blogs and comparing to a podcast.	Use Excel to collect and analyse data
E-Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			
Year Six	Use variables to create an interactive game (Scratch)	Evaluate and present data in the form of line graphs and pie charts	Select and use appropriate programmes to create a short film.
E-Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.			