Progression & Coverage

Year	National Curriculum Strand								Progression Colourway
	Computer Science		Information Technology		Digital Literacy		eSafety		Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
One	**IAlgorithm**	**NC Objectives**	**IModel**	**NC Objectives**	**IWrite**	**NC Objectives**	**ISafe**	**NC Objectives**	
	Giving & following instructions	• understand what algorithms are; how they are how implemented as programs on digital devices • understand that programs execute by following precise and unambiguous instructions • use logical reasoning to predict the behaviour of simple programs • create and debug simple programs	Computer Modelling	• To use technology purposefully to create, organise, store, manipulate and retrieve digital content	Creating digital text	• To use technology purposefully to create, organise, store, manipulate and retrieve digital content	Staying safe online	• use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies • recognise common uses of information technology beyond school	
	IProgram	• understand that programs execute by following precise and unambiguous instructions • use logical reasoning to predict the behaviour of simple programs • create and debug simple programs • use technology purposefully to create, organise, store, manipulate and retrieve digital content	**IData**	**NC Objectives**	**IDraw**	**NC Objectives**			
	Creating animations		Learning how data can be represented	• To use technology purposefully to create, organise, store, manipulate and retrieve digital content	Creating digital art	• To use technology purposefully to create, organise, store, manipulate and retrieve digital content			
			IDraw	**NC Objectives**					
			Creating digital art	• To use technology purposefully to create, organise, store, manipulate and retrieve digital content					

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Progression & Coverage

Year	National Curriculum Strand								Progression Colourway
	Computer Science		Information Technology		Digital Literacy		eSafety		Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
Two	IProgram	NC Objectives	IDo Mail	NC Objectives	IPub	NC Objectives	ISafe	NC Objectives	
	Creating animations	• understand that programs execute by following precise and unambiguous instructions • use logical reasoning to predict the behaviour of simple programs • create and debug simple programs • use technology purposefully to create, organise, store, manipulate and retrieve digital content	Learning about email	• use technology purposefully to create, organise, store, manipulate and retrieve digital content • recognise common uses of information technology beyond school • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Creating eBooks	• use technology purposefully to create, organise, store, manipulate and retrieve digital content	Staying safe online	• Staying safe online • recognise common uses of information technology beyond school • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	

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Progression & Coverage

Year	National Curriculum Strand						Progression Colourway
	Computer Science		Information Technology		Digital Literacy		eSafety	Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts	
Two	iSearch	NC Objectives	iAnimate	NC Objectives	iBlog	NC Objectives		
	Finding things out online	• use technology purposefully to create, organise, store, manipulate and retrieve digital content • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Creating animations	• use technology purposefully to create, organise, store, manipulate and retrieve digital content	Writing and responding with blogging	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals		

Progression in each strand is top down throughout years and year groups. Strands can be taught in any order

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Progression & Coverage

Year	National Curriculum Strand								Progression Colourway
	Computer Science		Information Technology		Digital Literacy		eSafety		Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
Three	IProgram	NC Objectives	ISimulate	NC Objectives	IConnect	NC Objectives	ISafe	NC Objectives	
	Games animation & development	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Exploring computer simulations	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Internet, Searching & the WWW	• understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration	Staying safe online	• be discerning in evaluating digital content • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	
	INetwork	NC Objectives	IData	NC Objectives	IPodcast	NC Objectives			
	Introducing networks	• understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration	Introducing databases	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Editing audio	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals			

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Progression & Coverage

Year	National Curriculum Strand								Progression Colourway
	Computer Science		Information Technology		Digital Literacy		eSafety		Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
Four	iProgram (*3)	NC Objectives	iMail	NC Objectives	iAnimate	NC Objectives	iSafe	NC Objectives	
	Scratch programming — Programming with Lightbot — Programming shapes	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts • use sequence, selection, and repetition in programs; work with variables and various forms of input and output • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Working together with email	• use technology purposefully to create, organise, store, manipulate and retrieve digital content • use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Introduction to computer animation	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Staying safe online and being responsible digital citizens	• understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	
			iData	NC Objectives					
			Data representation	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals					

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Year	National Curriculum Strand								Progression Colourway
	Computer Science		Information Technology		Digital Literacy		eSafety		Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
Five	iProgram	NC Objectives	iWeb	NC Objectives	iProgram	NC Objectives	iSafe	NC Objectives	
	Developing multi-level games	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; • solve problems by decomposing them into smaller parts • use sequence, selection and repetition in programs; • work with variables and various forms of input and output; • use logical reasoning to explain how some simple algorithms work • detect and correct errors in algorithms and programs	Creating web content	• understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content • select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	Designing and developing computer games	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; • solve problems by decomposing them into smaller parts • use sequence, selection and repetition in programs; • work with variables and various forms of input and output; • use logical reasoning to explain how some simple algorithms work • detect and correct errors in algorithms and programs	Staying safe online and being responsible digital citizens	• use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	

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Year	National Curriculum Strand						Progression Colourway
	Computer Science		Information Technology		Digital Literacy	eSafety	Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies	Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts	
Five	iCrypto	NC Objectives	iModel	NC Objectives			
	Data & Cryptography	• use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	3D graphical modelling	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals			
			iDraw	NC Objectives			
			Graphical drawing	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals			

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	Computer Science		Information Technology		Digital Literacy		eSafety		Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
Six	IProgram °2	NC Objectives	INetwork	NC Objectives	IApp	NC Objectives	ISafe	NC Objectives	
	Designing and developing programs —— Developing 3D animations	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; • solve problems by decomposing them into smaller parts • use sequence, selection and repetition in programs; • work with variables and various forms of input and output; • use logical reasoning to explain how some simple algorithms work • detect and correct errors in algorithms and programs	Networks, Data HTML & CSS	• understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	Developing apps	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; • solve problems by decomposing them into smaller parts • use sequence, selection and repetition in programs; • work with variables and various forms of input and output; • use logical reasoning to explain how some simple algorithms work • detect and correct errors in algorithms and programs	Staying safe online and being responsible digital citizens	• use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	

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Year	National Curriculum Strand						Progression Colourway
	Computer Science		Information Technology		Digital Literacy	eSafety	Year 1-6
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies	Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts	
Six	IApp	NC Objectives	IData	NC Objectives			
	Developing apps	• design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; • solve problems by decomposing them into smaller parts • use sequence, selection and repetition in programs; • work with variables and various forms of input and output; • use logical reasoning to explain how some simple algorithms work • detect and correct errors in algorithms and programs	Spreadsheets	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals			
			IModel	NC Objectives			
			3D graphical modelling	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals			

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