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Mixed Cohorts

Our Computing curriculum is based on the Islington Computing Curriculum. Subject Leaders in our schools have worked with Islington Computing Consultants to develop this progression map, so that it works with our biennial curriculum structure.

	Autumn Term - Staying Safe and Understanding Emotions when using technology	Spring Term - Typing skills and Digital Painting + Logic+ mathematics	Summer Term - Understanding the world, experiencing technology and preparing for Year 1
EYFS Continuous Provision	**Communication and Language:** ● Common Sense Media - how to stay safe. ● Reminders before using technology of what to do if they feel uncomfortable ● Digiduck/ Wise owl (childnet) stories ● IWB that children can access and use. **Personal, Social and Emotional Development:** ● Beebots ● Cars ● Common Sense Media ● Digiduck/ Wise owl (childnet) stories **Online Safety** To create rules for using technology responsibly To be aware that we need passwords to protect our work and will use them with an adult *eg: for teachers to log onto their computers or a passcode for the iPads.* **Digital Wellbeing** To recognise the 'Digital 5 a Day' and give some examples of activities I know who to talk to if I ever feel worried whilst using technology **Best Uses of Technology** To manage a device by correctly closing websites or apps and safely turning on and off. To input commands using the spacebar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet). **Technology around us** To recognise technology that is used at home and in school. Understand what a computer is and the different uses of computers i.e. learning, communicating, finding information, playing games etc. Reception	**Mathematics:** ● Beebots - early coding ● Remote control cars **Expressive Arts and Design:** ● Busy Things- Digital Painting ● Interactive games **Data** To use technology to organise objects into groups (pictogram) To show the value (amount) of objects (data) using technology (Pictogram/JIT/Busygraph maker) To interpret greater or less from looking at graphs (data) **Digital Painting** To use a computer independently to paint a picture I can undo and redo I can save and retrieve work To explain why I chose the tools I used To compare painting a picture on a computer and on paper **Audio:** To change the way things sound using technology To use technology to listen to different sounds, music and audio books (Press play, pause and stop) **Keyboard Skills** I can use spacebar and backspace To add and remove text on a computer **Mouse Skills** I can use my finger and a mouse to control devices (input) I can select, swipe, hold and drag using my finger. I can left click Example Lesson 1 Example Lesson 2	**Understanding the World:** ● Camera, chrome books ● Beebots, remote control vehicles ● Defunct video camera, digital camera, computer, keyboard, mouse, mobile phones **Physical Development:** ● Beebots ● Cars ● Interactive games ● Literacy ● Talking story books ● Digiduck/ Wise owl (childnet) stories **Real Life Algorithms** To understand that instructions need to go in the correct order. If you mix them up then the task will not be completed correctly. *Eg: making toast- you can't butter the bread and then put it into the toaster.* To combine forwards and backwards commands to make a sequence (Creating an algorithm) **Computer Science - Floor Robots** To plan, follow and complete a simple program on a computer or floor robot. To create and read an algorithm (sequence of instructions) To find more than one solution to a problem (Find the fastest/slowest route) **Computer Science - Early Coding (Busy Things/Beebot apps)** To give commands/instructions e.g. forward, backwards, go, stop, when using simple software/hardware Make choices about the buttons/icons to press, touch or click on when using simple software/hardware. **Digital Photography** To take a photo using different forms of technology I know ways to improve a photo (filter/edit/crop)

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Skills Progression Overview	Autumn 1 Digital Literacy - Online Safety *(To access these lesson plans, use personal email address)*	Computing Day Autumn Term + Display + EoP Completion	Autumn 2 Information Technology - Typing Skills	Spring 1 Information Technology - Data	Computing Day Spring Term + Displays - creative multimedia + EoP Completion	Spring 2 Information Technology - Creative multimedia - Link to Topics	Summer 1 Computer Science	Computing Day Summer Term + Displays - programming + EoP Completion	Summer 2 Computer Science
Year 1 **Week by Week Overview**	DL - Common Sense Media **End of Unit Goal - All Online Safety (common sense media) lesson taught and Onliqne Safety display in each classroom**	Technology around Us (2 lessons) EoP **End of Unit Goal - Children create poster of different forms of technology and list of rules for using technology**	Digital painting and Digital Writing - Busy Things and JIT (10 lessons - 2 half terms) ***Recently Updated with Video Walkthrough*** EoP (Just Busy Things) **End of Unit Goal - Children create 'my family' on busy things - Combine text + painting**	Data - Busy Things (5 Lessons) EoP **End of Unit Goal - children create a pictogram**	Finish Spring 2 Unit	Digital painting and Digital Writing - Busy Things and JIT (10 lessons - 2 half terms) ***Recently Updated with Video Walkthrough*** EoP (Just J2E) **End of Unit Goal - Children create a piece of text using J2Write (Children save and retrieve work)**	Unit A Beebots - Moving a Floor Robot EoP **End of Unit Goal - Children create, read and begin to debug complex algorithm**	Programming Unit	Unit B Busy Things - (Early Code) EoP **End of Unit Goal - Complete early coding (helicopter rescue + Path Peril + Busy Code)**
Year 2 + 3 Cycle A	DL - Common Sense Media - Teach Year 2 **End of Unit Goal - All Online Safety (common sense media) lesson taught and online safety display in each classroom**	The different uses of Computers (1 lesson + lesson starters) EoP **End of Unit Goal - See Lessons**	Multimedia & Digital Writing J2 Write - Including Online research and typing skills (5 lessons +) EoP **End of Unit Goal - Children create multi page book on J2Mix (Children save and retrieve work)**	Data – Pictograms (J2Data) (3 Lessons) EoP **End of Unit Goal -Children create a bar + pie chart on J2Data**	Finish Spring 2 Unit	Digital Photography (5 lessons) EoP **End of Unit Goal - Children take portrait and landscape photos**	Unit A – JIT turtle - Robot algorithms EoP **End of Unit Goal - Children create their own algorithms to solve a problem**	Programming Unit	Unit B - Code.org - Coding with Scrat Course A EoP **End of Unit Goal - Children create Course A on Code.org**

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Year 2 + 3 Cycle B	DL - Common Sense Media - Teach Year 3 **End of Unit Goal - All Online Safety (common sense media) lesson taught and online safety display in each classroom**	Connecting Computers (4 Lessons) EoP **End of Unit Goal - Technology safari aound the school**	Google Docs (5 lessons) -Including an introduction to Google Classroom (Joining a class, setting and responding to assignments, self-assessment + feedback) EoP **End of Unit Goal - Children use an array of Google Docs tools to create a document linking to their topic**	Data and information – Branching database (J2Data- J2 Branch) (5 Lessons) EoP **End of Unit Goal -Children create a simple or advanced branching database**	Finish Spring 2 Unit	J2 Animate (4 Lessons) Including EoP Creating media – Desktop publishing + Blogging (J25) EoP **End of Unit Goal -Create animation on J2 Animate**	Unit A – Code.org - Course B EoP **End of Unit Goal - Complete Course B**	Programming Unit	Unit B- Sequencing with Scratch Animation EoP **End of Unit Goal - Children create a monologue using Scratch (Scratch Educator Account Needed)**
Year 4+5 Cycle A	DL - Common Sense Media - Teach Year 4 **End of Unit Goal - All Online Safety (common sense media) lesson taught and online safety display in each classroom**	Computing systems and networks – The Internet (4 Lessons) EoP **End of Unit Goal - Understand what the internet is and how we are connected e.g. server router/ cables etc.**	Google Slides (4 Lessons) -Including an introduction to Google Classroom (Joining a class, setting and responding to assignments, self-assessment + feedback) EoP **End of Unit Goal - Children use an array of Google Slides tools (including animations) to create a presentation linking to their topic**	**Creating media – Audio editing - Bandlab (6 Lessons) 1/2** **EoP - Discovery Education to deliver workshops to complete this (on Anchor or alternative)** **End of Unit Goal - Children create a podcast linked to their topic**	Finish Spring 2 Unit	**Creating media – Audio editing - Bandlab (6 Lessons) 2/2** **EoP - Discovery Education to deliver workshops to complete this (on Anchor or alternative)** **End of Unit Goal - Children create a podcast linked to their topic**	Unit A – Multiple Scenes & Dialogue (5 Lessons) EoP **End of Unit Goal - Children create a multiple scene dialogue project on scratch (multiple sprites - telling a joke) (Scratch Educator Account required)**	Programming Unit	Unit B - Repetition Scratch shapes - (5 Lessons) EoP **End of Unit Goal - Children spot patterns and create a project using repeat block (count controlled loops) to create shape (Scratch Educator Account required)**

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Year 4+5 Cycle B	DL - Common Sense Media - Teach Year 5 **End of Unit Goal - All Online Safety (common sense media) lesson taught and online safety display in each classroom**	History of Computing (5 Lessons)- ***Recently Updated*** EoP **End of Unit Goal - Code Breaking Activities linking to WW2**	Vector Drawing - Google Drawings (4 Lessons) EoP **End of Unit Goal - Children create a vector drawing inspired by local area or linked to topic**	Data and information – J2Database (5 Lessons) EoP **End of Unit Goal - Complete all lessons on paper activity sheets**	Finish Spring 2 Unit	***We Video Recently Updated*** EoP **- DISCOVERY EDUCATION to delivery iMovie**	Unit A – Selection in Quizzes ***-Recently Updated with Video Walkthrough*** EoP **End of Unit Goal - Children create a quiz (Scratch Educator Account required)**	Programming Unit	Unit B - Scratch-Variables in Games ***-Recently Updated with Video Walkthrough*** EoP **End of Unit Goal - Children create a basic chase game or maze game with variables**
Year 6	DL - Common Sense Media **End of Unit Goal - All Online Safety (common sense media) lesson taught and online safety display in each classroom**	Computing systems + Networks (6 Lessons) EoP **End of Unit Goal -Understand how different search results are ranked**	Creating Web pages - Google Sites - (6 lessons) EoP **End of Unit Goal - Children create a website linked to topic**	Data and information – J2 Database (5 Lessons) EoP (Repeat of Year 5 Unit) or Data and information – Flat-file databases (Excel +Sheets) (6 Lessons) EoP **End of Unit Goal (If completing Year 6 unit) - Children use basic sum formulas to work out totals**	Finish Spring 2 Unit	Creating media – 3D Modelling - Tinkercad EoP **End of Unit Goal - Children create a 3D model - Keyring**	Unit A – Scratch - Variables in games EoP **End of Unit Goal - Children create a basic or more complex chase game or maze game with variables (based on prior experience)**	Programming Unit	Unit B – Sensing - Micro Bit - Step Counter EoP **End of Unit Goal - Children use physical computers (microbit) - name tag + rock paper scissors activity**