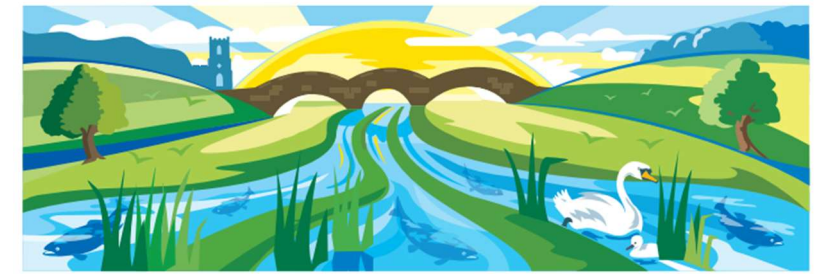


Stoke Canon C of E Primary School

Computing Progression Framework



Year Group	Autumn Term		Spring Term-Online Safety/		Summer Term-Coding	
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS						
1	Animated Story Books Lego Builders	Spreadsheets	Online Safety Technology Outside School	Grouping and Sorting Pictograms	Maze Explorers	Year 1 Coding
Knowledge	<p>To introduce e-books and the 2Create a Story tool.</p> <ul style="list-style-type: none"> • To add animation to a story. • To add sound to a story, including voice recording and music the children have composed. • To work on a more complex story, including adding backgrounds and copying and pasting pages. • To share e-books on a class display board. <p>2Create a Story Key</p> <p>To compare the effects of adhering strictly to instructions to completing</p>	<p>To know what a spreadsheet program looks like.</p> <ul style="list-style-type: none"> • How to open 2Calculate in Purple Mash. • How to enter data into spreadsheet cells. • To use 2Calculate image tools to add clipart to cells. • To use 2Calculate control tools: lock, move cell, speak and count. 	<p>To log in safely.</p> <ul style="list-style-type: none"> • To learn how to find saved work in the Online Work area and find teacher comments. • To learn how to search Purple Mash to find resources. • To become familiar with the icons and types of resources available in the Topics section. • To start to add pictures and text to work. • To explore the Tools and Games section of Purple Mash. • To learn how to open, save and print. • To understand the importance of logging out. 	<p>To sort items using a range of criteria.</p> <ul style="list-style-type: none"> • To sort items on the computer using the 'Grouping' activities in Purple Mash. <p>To understand that data can be represented in picture format.</p> <ul style="list-style-type: none"> • To contribute to a class pictogram. • To use a pictogram to record the results of an experiment. 	<p>To understand the functionality of the direction keys.</p> <ul style="list-style-type: none"> • To understand how to create and debug a set of instructions (algorithm). • To use the additional direction keys as part of an algorithm. • To understand how to change and extend the algorithm list. • To create a longer algorithm for an activity. • To set challenges for peers. • To access peer challenges set by the teacher as 2dos. <p>2Go</p>	<p>To understand what coding means.</p> <ul style="list-style-type: none"> • To use design mode to set up a scene. • To add characters. • To use code blocks to make the character perform actions. • To use collision detection. • To save and share work. • To know the save, print, open and new icon.

	<p>tasks without complete instructions.</p> <ul style="list-style-type: none"> • To follow and create simple instructions on the computer. • To consider how the order of instructions affects the result. 		<p>To walk around the local community and find examples of where technology is used.</p> <ul style="list-style-type: none"> • To record examples of technology outside school. 			
2	<p>Effective searching</p> <p>Presenting ideas</p>	<p>Spreadsheets</p> <p>Making music</p>	Online Safety	<p>Questioning</p> <p>Creating pictures</p>	Crash Course Year 1/ Year 2	Coding
	<p>To understand the terminology associated with searching.</p> <ul style="list-style-type: none"> • To gain a better understanding of searching on the Internet. • To create a leaflet to help someone search for information on the Internet. 	<p>To use 2Calculate image,lock, move cell, speak and count tools to make a counting machine.</p> <ul style="list-style-type: none"> • To learn how to copy and paste in 2Calculate. • To use the totalling tools. • To use a spreadsheet for money calculations. • To use the 2Calculate equals tool to check calculations. • To use 2Calculate to collect data and produce a graph. 		<p>To learn about data handling tools that can give more information than pictograms.</p> <ul style="list-style-type: none"> • To use yes/no questions to separate information. • To construct a binary tree to identify items. • To use 2Question (a binary tree database) to answer questions. • To use a database to answer more complex search questions. • To use the Search tool to find information. 	<p>Understand what an algorithm is.</p> <ul style="list-style-type: none"> • To design algorithms and then code them. • To compare different object types. • To use the repeat command. • To use the timer command. • To know what debugging is and debug programs. 	

				<p>To learn the functions of the 2Paint a Picture tool.</p> <ul style="list-style-type: none">• To learn about and recreate the Impressionist style of art (Monet, Degas, Renoir).• To recreate Pointillist art and look at the work of pointillist artists such as Seurat.• To learn about the work of Piet Mondrian and recreate the style using the lines template.• To learn about the work of William Morris and recreate the style using the patterns template.• To explore surrealism and eCollage	
3	Touch typing Simulations	Spreadsheets Graphing	Online Safety E mail	Branching database	Crash Course Year 2/Year 3 Coding
4	Effective Search Writing for different audiences	Spreadsheets Google Slides	Online Safety Hardware investigators	Animation and Logo	Crash Course Year 3/Year 4 Coding

5	Word- processing Game creator	Spreadsheets Databases	Online Safety 3D Modelling	Concept Maps	Crash Course Year 4/Year 5 Coding
6	Blogging Text adventures	Spreadsheets Quizzing	Online Safety (understanding binary-optional)	Networks	Crash Course Year 5/Year 6 Coding