

Computing Curriculum Progression Map

Whole School Computing Journey



Stage	Focus
Stage 1	Exploring technology, cause and effect, making choices and digital media
Stage 2 Early Engagement	Experiencing technology and interacting with devices
Stage 2 Engagement	Using technology purposefully and creating digital content
Stage 2 Progression	Programming, data handling, computing systems and creating media
Stage 3	Applying computing skills through programming, animation, music and data
Stage 4 Pre-Entry	Functional digital skills, photography and supported coding
Stage 4 Entry	Independent ICT skills, coding, internet use and data analysis

Stage 1

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Digital games and pattern activities	Technology through topic work	Cause and effect activities	Exploring Media – Digital Games		Programming – Cause and Effect

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Technology in PSHE	Digital patterns and mark making	Cause and effect with technology	Internet safety games	Information – Making Choices	Exploring Media – Digital Writing & Art
Year 3	Technology choices	Screen choices and pattern recognition	Music and colour exploration	Computing Systems – Using Technology	Exploring Media – Digital Songs & Stories	

Stage 1 Skills

- Explore technology
- Understand cause and effect
- Make simple choices on screen
- Interact with touchscreens
- Use keyboards and switches
- Listen and respond to digital media

Stage 2 Early Engagement Pathway

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Explore digital photos and writing	Explore sound and digital music	Data exploration	Programming experiences	Digital maps	Technology exploration

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Weather research	Digital art materials	Grouping objects	Screen exploration	Early digital writing	Technology for communication
Year 3	Exploring computers	Keyboard exploration		Technology Around Us	Digital painting	

Early Engagement Skills

- Explore technology safely
- Interact with keyboards and screens
- Switch devices on and off
- Explore paint tools
- Follow simple instructions
- Communicate preferences

Stage 2 Engagement Pathway

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Digital writing	Digital music	Statistics activities	Programming – Moving a Robot	Google Earth	Research activities

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 2	Forecasting and weather technology	Digital materials	Data and Information	Screen-based artwork	Digital Writing	Letter writing
Year 3	Technology Around Us	Position and direction	Digital Painting	Presentations and time-lapse	Mapping software	Online research

Engagement Skills

- Use computers independently
- Give commands to devices
- Count and group data
- Create simple digital artwork
- Use keyboards and mice
- Enter and edit text

Stage 2 Progression Pathway

Computing Strand	Coverage
Programming	Moving a Robot
Data & Information	Grouping Data

Computing Strand	Coverage
Creating Media	Digital Writing
Computing Systems & Networks	Technology Around Us
Creating Media	Digital Painting

Progression Skills

Programming

- Sequence commands
- Predict outcomes
- Debug programs
- Create simple algorithms

Data

- Group information
- Compare groups
- Create charts
- Record findings

Computing Systems

- Log in

- Save work
- Use keyboards and mice
- Understand technology around us

Creating Media

- Create artwork
- Edit text
- Use formatting tools
- Explain design choices

Stage 3

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1		IT Around Us		Battle of Hastings Research	Programming Animations	
Year 2		Robot Algorithms		Pictograms		
Year 3	Digital Music	Native American Research	Stop Frame Animation	Roman Research	States of Matter Research	Music Videos

Stage 3 Skills

Computing Systems & Networks

- Explain uses of IT
- Research using technology
- Apply online safety

Programming

- Create algorithms
- Programme sprites
- Test and debug programs

Data & Information

- Collect data
- Create pictograms
- Analyse information
- Present findings

Creating Media

- Produce digital music
 - Produce animations
 - Review and improve digital work
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Stage 4 Pre-Entry

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Basic Coding with Support	Digital Photography	Research tasks	Online Relationships	Timetables	Virtual Experiences
Year 2	Digital Skills for Everyday Life	Photography Activities	Cultural Research	Data & Information	Word Processing	Interactive Games

Pre-Entry Skills

- Follow coded instructions
- Control Devices
- Take photographs
- Send simple digital messages
- Access the internet safely
- Create pictograms

Stage 4 Entry

Year	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Preparing for Adulthood ICT	Coding & Photography	Research Projects	Online Relationships	Timetables	Virtual Experiences
Year 2	Functional ICT, Data Analysis & Internet Studies	Cultural Design Projects	Interactive Maths	Internet Safety	Careers Research	Digital Advertising

Entry Skills

Programming

- Design algorithms
- Create and debug programs
- Predict coding outcomes

Data

- Create graphs
- Interpret charts
- Compare datasets

ICT

- Use Word confidently
- Insert images and tables

- Format documents
- Use spellcheck and thesaurus

Internet

- Understand networks
- Evaluate online information
- Use the WWW safely
- Understand digital content ownership

Computing Golden Threads

Strand	Stage 1	Stage 2	Stage 3	Stage 4
Computing Systems	Explore devices	Use computers	Understand IT systems	Understand networks & internet
Programming	Cause and effect	Commands & sequencing	Algorithms & debugging	Coding independently
Data & Information	Making choices	Grouping data	Graphs & pictograms	Analysis & interpretation
Creating Media	Digital exploration	Digital writing & painting	Animation & digital music	Photography & multimedia
Digital Literacy	Using technology	Safe use	Research & presentation	Evaluating online information

Working as a Computing Learner

Pathway	Characteristics
Stage 1	Explore • Respond • Select
Early Engagement	Interact • Experience • Engage
Engagement	Use • Create • Record
Progression	Program • Design • Communicate
Stage 3	Analyse • Debug • Present
Pre-Entry	Apply • Access • Communicate
Entry	Evaluate • Create • Interpret • Problem Solve