10.1. Progression across Cycle A & C

	Nursery	Reception	KS1	Lower KS2	Upper KS2
Term 1	• Using a mouse • Staying safe online • Accessing age appropriate experiences using the computer • Provision to include remote control and electronic toys such as cars and a till.	**Computer skills -** turning on and off, selecting a programme. **Staying safe online –** use Digi-Duck scheme **Digital photography** - using an iPad to photograph work **Finding information online** - searching for information and images including Google Earth	**Technology around us -** Recognising technology in school and using it responsibly.	**Connecting computers -** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Systems and searching -** Recognising IT systems in the world and how some can enable searching on the internet.
Term 2			**Digital painting -** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Stop-frame animation -** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Video production -** Planning, capturing, and editing video to produce a short film.
Term 3			**Moving a robot -** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Sequencing sounds -** Creating sequences in a block-based programming language to make music.	**Selection in physical computing -** Exploring conditions and selection using a programmable microcontroller.
Term 4			**Grouping data -** Exploring object labels, then using them to sort and group objects by properties.	**Branching databases -** Building and using branching databases to group objects using yes/no questions.	**Flat-file databases -** Using a database to order data and create charts to answer questions.
Term 5			**Digital writing -** Using a computer to create and format text, before comparing to writing non-digitally.	**Desktop publishing -** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Introduction to vector graphics -** Creating images in a drawing program by using layers and groups of objects.
Term 6			**Robot algorithms -** Creating and debugging programs, and using logical reasoning to make predictions.	**Events and actions in programs -** Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Selection in quizzes -** Exploring selection in programming to design and code an interactive quiz.

10.2 Progression across Cycle B & D

	Nursery	Reception	KS1	Lower KS2	Upper KS2
Term 1			**Information technology around us -** Identifying IT and how its responsible use improves our world in school and beyond.	**The internet -** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Communication and collaboration -** Exploring how data is transferred by working collaboratively online.
Term 2			**Digital photography -** Capturing and changing digital photographs for different purposes.	**Audio production -** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Webpage creation -** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.
Term 3		**Computer skills -** turning on and off, selecting a programme.	**Programming animations -** Designing and programming the movement of a character on screen to tell stories.	**Repetition in shapes -** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Variables in games -** Exploring variables when designing and coding a game.
Term 4	• Using a mouse • Staying safe online • Accessing age appropriate experiences using the computer	**Staying safe online –** use Digi-Duck scheme	**Pictograms -** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Data logging -** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Introduction to spreadsheets –** Answering questions by using Spreadsheets to organise and calculate data.
Term 5	• Provision to include remote control and electronic toys such as cars and a till.	**Digital photography** - using an iPad to photograph work **Finding information online -** searching for information and images including Google Earth	**Digital music -** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Photo editing -** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**3D modelling -** Planning, developing, and evaluating 3D computer models of physical objects.
Term 6			**Programming quizzes -** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	**Events and actions in programs -** Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Sensing movement -** Designing and coding a project that captures inputs from a physical device.