

## LOSTOCK HALL PRIMARY SCHOOL - WHOLE SCHOOL PROGRESSION AND SKILLS MAP

Computing	Reception	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Autumn 1	<b><u>Communication and Language</u></b>	<b><u>Communication and Networks</u></b> Online Safety UNIT 1.1 & <b><u>Internet and Email</u></b> Exploring Purple Mash UNIT 1.1 Use technology safely and respectfully, keeping personal information private; identify where to go, help and support	<b><u>Internet and Email</u></b> Online Safety 3 UNIT 2.2 & <b><u>Music</u></b> Making Music (2Sequence) 3 UNIT 2.7	<b><u>Internet and Email</u></b> Online Safety 3 UNIT 3.2 Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour & <b><u>Spreadsheets</u></b> Spreadsheets (2Calculate) 3 UNIT 3.3 Select, use and combine a variety of software (including internet services) and a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.	<b><u>Internet and Email</u></b> Online Safety UNIT 4.2 & <b><u>Internet and Email</u></b> Effective Search (Chrome) UNIT 4.7 Use search technologies effectively, appreciate how results are selected and ranked	<b><u>Internet and Email</u></b> Online Safety UNIT 5.2 & <b><u>Databases and Graphing</u></b> Databases (2Question, 2Investigate) UNIT 5.4	<b><u>Internet and Email</u></b> Online Safety UNIT 6.2 & <b><u>Communication and Networks</u></b> UNIT 6.6 Understand computer networks including the internet, how they can provide multiple services, such as the world wide web.
Autumn 2	<b><u>Expressive Arts</u></b>	<b><u>Coding and Computational Thinking</u></b> Grouping & Sorting (2DIY) UNIT 1.2 & <b><u>Databases and Graphing</u></b> Pictograms (2Count) UNIT 1.3	<b><u>Internet and Email</u></b> Effective Searching (Chrome) 3 UNIT 2.5 & <b><u>Writing and Presenting</u></b> Presenting Ideas 4 UNIT 2.8	<b><u>Coding and Computational Thinking</u></b> Coding (2Code) 6 UNIT 3.1 Design, write and debug programs that accomplish specific goals and solve problems by decomposing the into smaller parts	<b><u>Coding and Computational Thinking</u></b> Coding (2Code) UNIT 4.1	<b><u>Coding and Computational Thinking</u></b> Coding (2Code) UNIT 5.1	<b><u>Coding and Computational Thinking</u></b> Coding (2Code) UNIT 6.1
Spring 1	<b><u>Literacy &amp; Mathematics</u></b>	<b><u>Coding and Computational Thinking</u></b> Lego Builders (2DIY) UNIT 1.4 &	<b><u>Coding and Computational Thinking</u></b> Coding (2Code) 5 UNIT 2.1	<b><u>Internet and Email</u></b> Email (including email safety) 6 UNIT 3.5 Use technology safely, respectfully and responsibly; recognise	<b><u>Spreadsheets</u></b> Spreadsheets (2Calculate) UNIT 4.3	<b><u>Spreadsheets</u></b> Spreadsheets (2Calculate) UNIT 5.3	<b><u>Spreadsheets</u></b> Spreadsheets (2Calculate) UNIT 6.3

## LOSTOCK HALL PRIMARY SCHOOL - WHOLE SCHOOL PROGRESSION AND SKILLS MAP

		Maze Explorers (2Go) UNIT 1.5		acceptable/unacceptable behaviour			
Spring 2	<b><u>General Computing Skills</u></b>	<b><u>Art and Design</u></b> Animated Story Books (2Create A Story) UNIT 1.6 Develop skills to create, organise, store, manipulate and retrieve digital content through the creation of their own animated story board	<b><u>Spreadsheets</u></b> Spreadsheets (2Calculate) 4 UNIT 2.3	<b><u>Writing and Presenting</u></b> Touch Typing (2Type) 4 UNIT 3.4 To word process quickly and efficiently, understand the correct way to use a keyboard	<b><u>Writing and Presenting</u></b> Writing for different audiences (2Email, 2Connect, 2DIY) UNIT 4.4 Select, use and combine a variety of software and digital devices to create content and present data and information	<b><u>Art and Design</u></b> Game Creator (2DIY 3D) UNIT 5.5 Create a game environment, a game quest, to share the game and evaluate their own and peer's games	<b><u>Writing and Presenting</u></b> Blogging (2Blog) UNIT 6.4 To help children learn the basic principles of creating and maintaining a blog in a controlled and safe environment
Computing		YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Summer 1	<b><u>Physical Development</u></b>	<b><u>Coding and Computational Thinking</u></b> Coding (2Code) UNIT 1.7 Understand what algorithms are. Create and debug programs	<b><u>Art and Design</u></b> Creating Pictures (2PaintAPicture) 5 UNIT 2.6 To recreate pointillist art and look at the work of Seurat, Mondrian - recreate his work using line, patterns and templates	<b><u>Databases and Graphing</u></b> Graphing (2Graph) 3 UNIT 3.8 & <b><u>Communication and Networks</u></b> Simulations (2Simulate, 2Publish) 3 UNIT 3.7	<b><u>Coding and Computational Thinking</u></b> Logo (Logo) UNIT 4.5 & <b><u>Art and Design</u></b> Animation (2Animate) UNIT 4.6	<b><u>Art and Design</u></b> 3D Modelling (2Design and Make) UNIT 5.6 To explore the effect of moving characters when designing, to understand designing for a purpose, and printing and making	<b><u>Coding and Computational Thinking</u></b> Text Adventure (2Code, 2Connect) UNIT 6.5
Summer 2	<b><u>PSED &amp; Understanding the World</u></b>	<b><u>Spreadsheets</u></b> Spreadsheets (2Calculate) UNIT 1.8 Use technology purposefully to create, organise, store, manipulate and retrieve digital content. &	<b><u>Databases and Graphing</u></b> Questioning (2Question, 2Investigate) 5 UNIT 2.4	<b><u>Databases and Graphing</u></b> Branching Databases (2Question) 4 UNIT 3.6 Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of	<b><u>Communication and Networks</u></b> Hardware investigators UNIT 4.8	<b><u>Writing and Presenting</u></b> Concept Maps (2Connect) UNIT 5.7	<b><u>Writing and Presenting.</u></b> Quizzing (2Quiz, 2DIY, Text Toolkit, 2Investigate) UNIT 6.7

# LOSTOCK HALL PRIMARY SCHOOL - WHOLE SCHOOL PROGRESSION AND SKILLS MAP

		<p><b><u>Communication and Networks</u></b> Technology outside school UNIT 1.9 Recognise common uses of information technology beyond school</p>		<p>programs, systems and content</p> <p><b><u>Presenting</u></b> Google Slides Unit 3.9</p>			
--	--	--------------------------------------------------------------------------------------------------------------------------------------------------------------	--	-----------------------------------------------------------------------------------------------------	--	--	--