Our Computing Progression Map is split into **Aspects**.
These Aspects are organised into our **4 Big Ideas.**

Computing systems and networks

- Computer systems
- Computer networks

Programming

- Programming
- Algorithms
- Design and development

Data and information

- Data and information

Creating media

- Creating media
- Design and development

COMPUTING SYSTEMS AND NETWORKS

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge **Technology around us** **Skill** Recognising technology in school and using it responsibly.	**Knowledge** **Information technology around us** **Skill** Identifying IT and how its responsible use improves our world in school and beyond.	**Knowledge** **Connecting computers** **Skill** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.	**Knowledge** **The internet** **Skill** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.	**Knowledge** **Systems and searching** **Skill** Recognising IT systems in the world and how some can enable searching on the internet.	**Knowledge** **Communication and collaboration** **Skill** Exploring how data is transferred by working collaboratively online.

CREATING MEDIA

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge **Digital painting** **Skill** Choosing appropriate tools in a program to create art, and making comparisons with working non-digitally.	**Knowledge** **Digital photography** **Skill** Capturing and changing digital photographs for different purposes.	**Knowledge** **Stop-frame animation** **Skill** Capturing and editing digital still images to produce a stop-frame animation that tells a story.	**Knowledge** **Audio production** **Skill** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.	**Knowledge** **Video production** **Skill** Planning, capturing, and editing video to produce a short film.	**Knowledge** **Webpage creation** **Skill** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.

PROGRAMMING A

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge **Moving a robot** **Skill** Writing short algorithms and programs for floor robots, and predicting program outcomes.	**Knowledge** **Robot algorithms** **Skill** Creating and debugging programs, and using logical reasoning to make predictions.	**Knowledge** **Sequencing sounds** **Skill** Creating sequences in a block-based programming language to make music.	**Knowledge** **Repetition in shapes** **Skill** Using a text-based programming language to explore count-controlled loops when drawing shapes.	**Knowledge** **Selection in physical computing** **Skill** **Selection in physical computing.**	**Knowledge** **Variables in games** **Skill** Exploring variables when designing and coding a game.

DATA AND INFORMATION

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge **Grouping data** **Skill** Exploring object labels, then using them to sort and group objects by properties.	**Knowledge** **Pictograms** **Skill** Collecting data in tally charts and using attributes to organise and present data on a computer.	**Knowledge** **Branching databases** **Skill** Building and using branching databases to group objects using yes/no questions.	**Knowledge** **Data logging** **Skill** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.	**Knowledge** **Flat-file databases** **Skill** Using a database to order data and create charts to answer questions.	**Knowledge** **Introduction to Spreadsheets** **Skill** Answering questions by using Spreadsheets to organise and calculate data.

CREATING MEDIA

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge **Digital writing** **Skill** Using a computer to create and format text, before comparing to writing non-digitally.	**Knowledge** **Digital music** **Skill** Using a computer as a tool to explore rhythms and melodies, before creating a musical composition.	**Knowledge** **Desktop publishing** **Skill** Creating documents by modifying text, images, and page layouts for a specified purpose.	**Knowledge** **Photo editing** **Skill** Manipulating digital images, and reflecting on the impact of changes and whether the required purpose is fulfilled.	**Knowledge** **Introduction to vector graphics** **Skill** Creating images in a drawing program by using layers and groups of objects.	**Knowledge** **3D modelling** **Skill** Planning, developing, and evaluating 3D computer models of physical objects.

PROGRAMMING B

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge **Programming animations** **Skill** Designing and programming the movement of a character on screen to tell stories.	**Knowledge** **Programming quizzes** **Skill** Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz.	**Knowledge** **Events and actions in programs** **Skill** Writing algorithms and programs that use a range of events to trigger sequences of actions.	**Knowledge** **Repetition in games** **Skill** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.	**Knowledge** **Selection in quizzes** **Skill** Exploring selection in programming to design and code an interactive quiz.	**Knowledge** **Sensing movement** **Skill** Designing and coding a project that captures inputs from a physical device.