A close up of a logo

Description automatically generated**Computing at West Kidlington Primary School and Nursery 2023-2024: Curriculum Progression**

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|  | **Year 1/2** | **Year 3/4** | **Year 5/6** |
| **Computing Systems & Networks** | ***Digital Literacy: networks Describe common uses of information technology beyond school.***  **NCCE Information technology around us** Identifying IT and how its responsible use improves our world in school and beyond. | ***Digital Literacy: networks Understand how computer networks can provide multiple services, such as the world wide web History of internet.***  **NCCE The internet**  Recognising the internet as a network of networks including the WWW, and why we should evaluate online content. | ***Digital Literacy: networks Understands the basic workings of computer networks including internet What is world wide web?***  **NCCE Communication and collaboration**  Identifying and exploring how data is transferred and information is shared online. |
| **Creating Media** | ***Information Technology: create digital content Use technology to manipulate digital content.***  **NCCE Digital photography**  Capturing and changing digital photographs for different purposes. | ***Information Technology: create digital content Create content to accomplish a goal.***  **NCCE Audio production**  Capturing and editing audio to produce a podcast, ensuring that copyright is considered. | ***Information Technology: create digital content Combine a variety of software to accomplish given goals on a range of digital devices.***  **NCCE Webpage creation**  Designing and creating webpages, considering copyright, aesthetics, and navigation. |
| **Programming A** | ***Computer Science: algorithms and logical reasoning Can use logical reasoning to predict the behaviour of simple programs Understands what algorithms are and that they are implemented as programs on devices.***  **NCCE Robot algorithms**  Creating and debugging programs and using logical reasoning to make predictions. | ***Computer Science: write and debug programs Use repetition in programs.***  **NCCE Repetition in shapes**  Using a text-based programming language to explore count-controlled loops when drawing shapes. | ***Computer Science: write and debug programs Work with variables.***  **NCCE Variables in games**  Exploring variables when designing and coding a game. |
| **Data & Information** | ***Information Technology: information and data Use technology to retrieve digital content.***  ***Basic skills – logging on, opening files, saving in correct folder Create a Branching database using hyperlinks in a PowerPoint Kahoot for data collection Unplugged - Modify/improve a pictogram.***  **NCCE Pictograms**  Collecting data in tally charts and using attributes to organise and present data on a computer. | ***Information Technology: information and data Can combine information and data.***  **NCCE Data logging**  Recognising how and why data is collected over time, before using data loggers to carry out an investigation. | ***Information Technology: information and data Can analyse information and data***  **NCCE Introduction to spreadsheets**  Answering questions by using spreadsheets to organise and calculate data. |
| **Creating Media** | ***Information Technology: create digital content Use technology to manipulate digital content.***  ***Typing skills***  ***Keyboard skills***  **NCCE Making music**  Using a computer as a tool to explore  rhythms and melodies, before creating a musical composition. | ***Information Technology: create digital content Create content to accomplish a goal.***  **NCCE Photo editing**  Manipulating digital images and reflecting on the impact of changes and whether the required purpose is fulfilled. | ***Information Technology: create digital content Combine a variety of software to accomplish given goals on a range of digital devices.***  **NCCE 3D modelling**  Planning, developing, and evaluating 3D computer models of physical objects. |
| **Programming B** | ***Computer Science: write and debug programs Can debug simple programs.***  **NCCE Programming quizzes**  Designing algorithms and programs that use events to trigger sequences of code to make an interactive quiz. | ***Computer Science: algorithms and logical reasoning Use logical reasoning to correct errors in programs.***  **NCCE Repetition in games**  Using a block-based programming language to explore count controlled and infinite loops when creating a game. | ***Computer Science: algorithms and logical reasoning Can solve problems in writing programs by decomposing them into smaller parts.***  **NCCE Sensing**  Designing and coding a project that captures inputs from a physical device. |