

Condover Church of England Primary School

Love Each Other and Know We Are Loved

Love Forgiveness Trust



Computing progression and coverage

Raindrops:

NC Links

1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

1.2 create and debug simple programs

1.3 use logical reasoning to predict the behaviour of simple programs

1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content

1.5 recognise common uses of information technology beyond school

1.6 use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. (Also met following E-safety planning)

Cycle 1							Cycle 2							Cycle 3						
NC Links	1.1	1.2	1.3	1.4	1.5	1.6	NC Links	1.1	1.2	1.3	1.4	1.5	1.6	NC Links	1.1	1.2	1.3	1.4	1.5	1.6
<i>Computing systems and networks – Technology around us</i>							<i>Creating media – Digital writing</i>							<i>Computing systems and networks – Technology around us</i>						
<i>Creating media – Digital painting</i>							<i>Data and information – Grouping data</i>							<i>Creating media – Digital painting</i>						

<i>Data and information - Grouping data</i>							<i>Programming A - Moving a robot</i>							<i>Data and information - Grouping data</i>						
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Stream NC Links 1.1 understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions 1.2 create and debug simple programs 1.3 use logical reasoning to predict the behaviour of simple programs 1.4 use technology purposefully to create, organise, store, manipulate and retrieve digital content 1.5 recognise common uses of information technology beyond school use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies. (Also met following E-safety planning)																				
Cycle 1							Cycle 2							Cycle 3						
NC Links	1.1	1.2	1.3	1.4	1.5	1.6	NC Links	1.1	1.2	1.3	1.4	1.5	1.6	NC Links	1.1	1.2	1.3	1.4	1.5	1.6
<i>Programming B - Introduction to animation</i>							<i>Computing systems and networks - IT around us</i>							<i>Programming B - Introduction to animation</i>						
<i>Creating media - Digital photography</i>							<i>Creating media - Making music</i>							<i>Creating media - Digital photography</i>						

<i>Data and information – Pictograms</i>							<i>Data and information – Pictograms</i>							<i>Data and information – Pictograms</i>						
<i>Programming A – Robot algorithms</i>							<i>Programming B – An introduction to quizzes</i>							<i>Programming A – Robot algorithms</i>						

River

NC Links:

2.1 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

2.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output

2.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

2.4 understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

2.5 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

2.6 select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

2.7 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Supplement with separate e-safety lessons)

Cycle A								Cycle B								Cycle B							
NC	2.1	2.2	2.3	2.4	2.5	2.6	2.7	NC	2.1	2.2	2.3	2.4	2.5	2.6	2.7	NC	2.1	2.2	2.3	2.4	2.5	2.6	2.7
Computing systems and networks – Connecting computers								Computing systems and networks – The Internet								Computing systems and networks – Connecting computers							
Creating media – Animation								Creating media – Photo editing								Creating media – Animation							

Programming A – Sequence in music								Data and information – Data logging								Programming A – Sequence in music							
Data and information – Branching databases								Programming A – Repetition in shapes								Data and information – Branching databases							

Estuary

NC Links:

2.1 design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

2.2 use sequence, selection, and repetition in programs; work with variables and various forms of input and output

2.3 use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

2.4 understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration

2.5 use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

2.6 select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information

2.7 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Supplement with separate e-safety lessons)

Cycle A								Cycle B								Cycle B							
NC	2.1	2.2	2.3	2.4	2.5	2.6	2.7	NC	2.1	2.2	2.3	2.4	2.5	2.6	2.7	NC	2.1	2.2	2.3	2.4	2.5	2.6	2.7
Computing systems and networks – Sharing information								Creating media – Audio editing								Computing systems and networks – Sharing information							
Creating media – Vector drawing								Creating media – Video editing								Creating media – Vector drawing							

Data and information – Spreadsheets								Data and information – Spreadsheets								Data and information – Spreadsheets								
Programming A – Variables in games								Programming A – Variables in games								Programming A – Variables in games								