Computing Progression Map

	E-safety runs throughout the year - 2 lessons per term 1 per half term					
	Computing systems and networks	**Creating media**	**Programming A**	**Data and information**	**Creating media**	**Programming B**
EYFS	Children recognise that a range of technology is used in places such as homes and schools	Children select and use technology for particular purposes	Children select and use technology for particular purposes	Children select and use technology for particular purposes:	Children select and use technology for particular purposes	Children select and use technology for particular purposes
The Teach Computing curriculum is structured into units for each year group, and each unit is broken down into lessons. Units can generally be taught in any order, with the exception of **programming**, where concepts and skills rely on prior knowledge and experiences. Lessons must be taught in numerical order.						
Year 1	**Technology around us**	**Digital painting**	**Moving a robot**	**Grouping data**	**Digital writing**	**Introduction to animation**
Year 2	IT around us	**Digital photography**	**Robot algorithms**	**Pictograms**	**Digital music**	**Programming quizzes**
Year 3	**Connecting computers**	**Stop-frame animation**	**Sequencing sounds**	**Branching databases**	**Desktop publishing**	**Events and actions in programs**
Year 4	The internet	**Audio production**	**Repetition in shapes**	**Data logging**	**Photo editing**	**Repetition in games**
Year 5	**Systems and searching**	**Video production**	**Selection in physical computing**	**Flat-file databases**	**Introduction to vector graphics**	**Selection in quizzes**
Year 6	**Communication and collaboration**	**Web page creation**	**Variables in games**	**Spreadsheets**	**Modelling**	**Sensing movement**