

Computing Knowledge Progression

	Autumn	Spring	Summer
Yr 1/2 Year A	<p>Creating Media- Digital photography Computing systems and networks- Technology around us</p>	<p>Programming A- Moving a robot Data and Information- Pictograms</p>	<p>Creating Media- Digital writing Programming B- Introduction to quizzes</p>
Vocabulary	<p>Creating Media- Digital photography- <i>Photograph, portrait, landscape, light source, edit</i></p> <p>Computing systems and networks- Technology around us- <i>Computer, mouse, click, drag, keyboard, save, delete</i></p>	<p>Programming A- Moving a robot- <i>Command, predict, outcome, direction, forwards, backwards, turn, move</i></p> <p>Data and Information- Pictograms- <i>Tally chart, data, pictogram, most, least, questions, attribute</i></p>	<p>Creating Media- Digital writing- <i>Word processor, keyboard, letter/number/space keys, toolbar, bold, italic, underline, undo</i></p> <p>Programming B- Introduction to quizzes- <i>Sequence, command, programme, predict, sprite, background, character, blocks</i></p>
Yr 1/2 Year B	<p>Creating Media- Digital painting Computing systems and networks- IT around us</p>	<p>Programming A- Robot algorithms Data and Information- Grouping data</p>	<p>Creating Media- Making music Programming B- Introduction to animation</p>
Vocabulary	<p>Creating Media- Digital painting- <i>Shape tool, line tool, paint tool, colour, brush size</i></p> <p>Computing systems and networks- IT around us- <i>Computer, IT, Information Technology, rules, e-safety,</i></p>	<p>Programming A- Robot algorithms- <i>Instruction, sequence, algorithm, floor robot, outcome, debug</i></p> <p>Data and Information- Grouping data- <i>Label, properties, group, compare</i></p>	<p>Creating Media- Making music- <i>Musical pattern, digital music, edit</i></p> <p>Programming B- Introduction to animation- <i>Command, sprite, programming tool, start block, delete, add, algorithm</i></p>
Yr 3/4 Year A	<p>Creating Media- Stop-frame animation Computing systems and networks- The Internet</p>	<p>Programming A- repetition in shapes Data and Information- Branching databases</p>	<p>Creating Media- Desktop publishing Programming B- Repetition in games</p>
Vocabulary	<p>Creating Media- Stop-frame animation- <i>Sequence, animation, stop-frame, storyboard, media</i></p> <p>Computing systems and networks- The Internet- <i>Internet, network, shared access, World Wide Web, content, reshare</i></p>	<p>Programming A- repetition in shapes- <i>programming, command, code snippet, count-controlled loop, algorithm, procedure, debugging</i></p> <p>Data and Information- Branching databases- <i>Question, tree structure, branching database, identification tool</i></p>	<p>Creating Media- Desktop publishing- <i>Text, image, font, page orientation, paste</i></p> <p>Programming B- Repetition in games- <i>count-controlled loop, infinite loop, snippet of code, modify loops</i></p>
Yr 3/4 Year B	<p>Creating media- Audio Production Computing systems and networks- Connecting computers</p>	<p>Programming A- sequencing sounds Data and Information- Data logging</p>	<p>Creating Media- Photo editing Programming B- Events and actions in programmes</p>

Vocabulary	<p>Creating media- Audio Production- <i>Input, output, record, audio, sound wave, podcast, audio file</i></p> <p>Computing systems and networks- Connecting computers- <i>Digital device, input, output, network switch, server, wireless access point</i></p>	<p>Programming A- sequencing sounds- <i>Scratch project (sprites, backdrops), command, programme, sequence, algorithm</i></p> <p>Data and Information- Data logging- <i>data, sensors, data logger, data point, interval, analyse</i></p>	<p>Creating Media- <i>Photo editing- Image, edit, composition, retouch, fake, real</i></p> <p>Programming B- Events and actions in programmes- <i>Sprite, relationship, programme, character, programming extension, outcome</i></p>
Yr 5/6 Year A	<p>Creating media- Video production</p> <p>Computing systems and networks- Internet communication</p>	<p>Programming A- Variables in games</p> <p>Data and Information- Introduction to spreadsheets</p>	<p>Creating Media- Vector drawing</p> <p>Programming B- Selection in quizzes</p>
Vocabulary	<p>Creating media- Video production- <i>Visual media format, camera angle, microphone, video content, editing</i></p> <p>Computing systems and networks- Internet communication- <i>Search engine, websearch, webcrawler, limitations, purpose, private</i></p>	<p>Programming A- Variables in games- <i>Variable, place holder, programme, algorithm</i></p> <p>Data and Information- Introduction to spreadsheets- <i>Spreadsheet, data, cell, formula, chart, table</i></p>	<p>Creating Media- Vector drawing- <i>Vector drawing, move, resize, rotate, layering, copy, duplicate</i></p> <p>Programming B- Selection in quizzes- <i>Selection, computer programme, condition, outcome, programme flow</i></p>
Yr 5/6 Year B	<p>Creating media- Webpage creation</p> <p>Computing systems and networks- Sharing information</p>	<p>Programming A- Selection in physical computing</p> <p>Data and Information- Flat-file databases</p>	<p>Creating Media- 3D modelling</p> <p>Programming B- Sensing</p>
Vocabulary	<p>Creating media- Webpage creation- <i>Website, media, HTML, copyright, fair use, content, navigation path, hyperlink</i></p> <p>Computing systems and networks- Sharing information- <i>Input, process, output, digital system, web search, search engine, web crawler, index</i></p>	<p>Programming A- Selection in physical computing- <i>Simple circuit, microcontroller, infinite loop, count-controlled loop, algorithm debug</i></p> <p>Data and Information- Flat-file databases- <i>Database, information, data card, flat-file database, field, grouping, sorting, chart, filter</i></p>	<p>Creating Media- 3D modelling- <i>3 dimensions, resize, lift, lower, recolour, rotate, duplicate, place holder, analyse, modify</i></p> <p>Programming B- Sensing- <i>Controllable device, emulator, physical input, operand (>=<=)</i></p>

