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**Computing Curriculum Progression Overview**

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| **Year 1** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Purple Mash Unit and Programmes used** | **Unit 1.1 Online Safety and Exploring Purple Mash** Various Programmes**Unit 1.2 Grouping and Sorting**2DIY | **Unit 1.3 Pictograms****Unit 1.4 Lego Builders****Unit 1.5 Maze Explorers**2Count, 2DIY,2Go | **Unit 1.5 Maze Explorers****Unit 1.6 Animated Story Books**2Go, 2Create A Story | **Unit 1.6 Animated Story Books****Unit 1.7 Coding** 2Create A Story, 2Code | **Unit 1.7 Coding****Unit 1.8 Spreadsheets**2Code, 2Calculate | **1.9 Technology outside school**Various Programmes |
| **National Curriculum Outcomes** | **Computer Science*** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

**Information Technology*** Use technology purposefully to create, organise, store, manipulate and retrieve digital content

**Digital Literacy*** 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
* Recognise common uses of information technology beyond school
 | **Computer Science*** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
* Create and debug simple programs
* Use logical reasoning to predict the behaviour of simple programs.

**Information Technology*** Use technology purposefully to create, organise, store, manipulate and retrieve digital content
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 | **Digital Literacy*** Recognise common uses of information technology beyond school
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| **E-Safety** | **e-safety to be covered in all terms through class assemblies and integrated into lessons** |

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| **Year 2** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Purple Mash Unit and Programmes used** | **Unit 2.1 Coding**2Code**Unit 2.2 Online Safety**Various Programmes | **Unit 2.2 Online Safety**Various Programmes**Unit 2.3 Spreadsheets**2Calculate**Unit 2.4 Questioning**2Question, 2Investigate | **Unit 2.4 Questioning**2Question, 2Investigate**Unit 2.5 Effective Searching** Browser | **Unit 2.6 Creating Pictures**2PaintAPicture,**Unit 2.7 Making Music**2Sequence | **Unit 2.7 Making Music**2Sequence**Unit 2.8 Presenting Ideas** | **Unit 2.8 Presenting Ideas** Various Programmes |
| **National Curriculum Outcomes** | **Computer Science*** Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
* Create and debug simple programs
* Use logical reasoning to predict the behaviour of simple programs
 | **Information Technology*** Use technology purposefully to create, organise, store, manipulate and retrieve digital content
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**Digital Literacy*** 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
* Recognise common uses of information technology beyond school
 | **Information Technology*** Use technology purposefully to create, organise, store, manipulate and retrieve digital content
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| **E-Safety** | **E-safety to be covered in all terms through class assemblies and integrated into lessons** |

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| **Year 3** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Purple Mash Unit and Programmes used** | **Unit 3.1** **Coding**2Code | **Unit 3.2 Online Safety****Unit 3.3 Spreadsheets**2Calculate**Unit 3.4 Touch Typing**2Type | **Unit 3.4 Touch Typing**2Type**Unit 3.5 Email**2Email, 2Connect, 2DIY | **Unit 3.5 Email**2Email, 2Connect, 2DIY**Unit 3.6 Branching Databases**2Question | **Unit 3.6 Branching Databases**2Question**Unit 3.7 Simulations**2Simulate, 2Publish | **Unit 3.7 Simulations**2Simulate, 2Publish**Unit 3.8 Graphing**2Simulate, 2Publish |
| **National Curriculum Outcomes** | **Computer Science*** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
 | **Computer Science*** Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

**Information Technology*** 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

**Digital Literacy**Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact | **Computer Science*** 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

**Information Technology*** 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

**Digital Literacy*** Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact
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| **E-Safety** | **E-Safety to be covered in all terms through class assemblies and integrated into lessons** |

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| **Year 4** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Purple Mash Unit and Programmes used** | **Unit 4.1** **Coding**2Code | **Unit 4.2 Online Safety****Unit 4.3 Spreadsheets**2Calculate | **Unit 4.3 Spreadsheets**2Calculate**Unit 4.4 Writing for different audiences**2Email, 2Connect, 2DIY | **Unit 4.4 Writing for different audiences**2Email, 2Connect, 2DIY**Unit 4.5 Logo**Logo | **Unit 4.6 Animation**2Animate**Unit 4.7 Effective Search**Browser | **Unit 4.7 Effective Search**Browser**Unit 4.8 Hardware Investigators** |
| **National Curriculum Outcomes** | **Computer Science*** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

**Information Technology*** 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
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 | **Computer Science*** 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

**Information Technology*** Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
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| **E-Safety** | **E-Safety to be covered in all terms through class assemblies and integrated into lessons** |

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| **Year 5** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Purple Mash Unit and Programmes used** | **Unit 5.1** **Coding**2Code | **Unit 5.2 Online Safety****Unit 5.3 Spreadsheets**2Calculate | **Unit 5.3 Spreadsheets**2Calculate**Unit 5.4 Databases**2Question, 2Investigate | **Unit 5.5 Game Creator**2DIY 3D | **Unit 5.6 3D Modelling**2Design and Make**Unit 5.7 Concept Maps**2Connect | **Unit 5.7 Concept Maps**2Connect |
| **National Curriculum Outcomes** | **Computer Science*** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
* Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
* Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

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| **Year 6** |
|  | **Autumn One** | **Autumn Two** | **Spring One** | **Spring Two** | **Summer One** | **Summer Two** |
| **Purple Mash Unit and Programmes used** | **Unit 6.1** **Coding**2Code | **Unit 6.2 Online Safety****Unit 6.3 Spreadsheets**2Calculate | **Unit 6.4 Blogging**2Blog | **Unit 6.5 Text Adventures**2Code, 2Connect | **Unit 6.6 Networks****Unit 6.7 Quizzing**2Quiz, 2DIY, Text Toolkit, 2Investigate | **Unit6.7 Quizzing**2Quiz, 2DIY, Text Toolkit, 2Investigate |
| **National Curriculum Outcomes** | **Computer Science*** Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
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