CITY ACADEMY WHITEHAWK

Computing Curriculum Progression Overview

CITY ACADEMY WHITEHAWK

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	**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.	**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.	**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.	**Digital Literacy** ▪ Recognise common uses of information technology beyond school
E-Safety	**e-safety to be covered in all terms through class assemblies and integrated into lessons**					

CITY ACADEMY WHITEHAWK

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	**Information Technology** ▪ Use technology purposefully to create, organise, store, manipulate and retrieve digital content	**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	**Information Technology** ▪ Use technology purposefully to create, organise, store, manipulate and retrieve digital content	**Information Technology** ▪ Use technology purposefully to create, organise, store, manipulate and retrieve digital content
E-Safety	**E-safety to be covered in all terms through class assemblies and integrated into lessons**					

CITY ACADEMY WHITEHAWK

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	**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	**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	**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
E-Safety	**E-Safety to be covered in all terms through class assemblies and integrated into lessons**					

CITY ACADEMY WHITEHAWK

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	**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	**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	**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** ▪ 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	**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
E-Safety	**E-Safety to be covered in all terms through class assemblies and integrated into lessons**					

CITY ACADEMY WHITEHAWK

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 **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	**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	**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 **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	**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	**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
E-Safety	**E-Safety to be covered in all terms through class assemblies and integrated into lessons**					

CITY ACADEMY WHITEHAWK

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 ▪ 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	**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 ▪ 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	**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	**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	**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
E-Safety	**E-Safety to be covered in all terms through class assemblies and integrated into lessons**					