COMPUTING PROGRESSION MAP

	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
EYFS	**E-Safety**	**E-Safety**	**NumBots**	**'Wonderblocks'** **(Early Computational Thinking)**	**NumBots**	**'Nina and the Neurons'** **(Early Computational Thinking)**
	Why this and why now? *EYFS children will experience technology in their continuous provision e.g. role play. Many daily lessons will involve use of the interactive whiteboard, for example; e-Books in Story Time, powerpoint presentations and interactive games in Talking Time sessions, visual representations in NCETM Maths sessions.*					
	To safely use devices in school and at home, EYFS children need to understand basic, age appropriate e-safety. This will be taught through stories. E-safety will be revisited in more detail in Key Stage One.	To safely use devices in school and at home, EYFS children need to understand basic, age appropriate e-safety. This will be taught through stories. E-safety will be revisited in more detail in Key Stage One.	The children will be taught, in small groups, how to operate an iPad to take part in a game. Children can then log onto this game at home to practise both their maths and computing skills.	In this term, the children will watch and discuss some episodes of 'Wonderblocks' in talking time sessions, which will introduce them to computational thinking and pre-coding skills. These skills will be built upon in KS1.	The children will be taught, in small groups, how to operate an iPad to take part in a game. Children can then log onto this game at home to practise both their maths and computing skills.	In this term, the children will watch and discuss some episodes/games of 'Nina and the Neurons' in talking time sessions, which appropriately link and provide a grounding for the programmes of study in KS1.
	Vocabulary, Key Concepts/Skills					
	Stay safe Ask for help / tell an adult Smartie the Penguin	Stay safe Ask for help / tell an adult Buddy the Dog	iPad Username Password	Commands Coding Go Stop	iPad Username Password	Technology around us Coding
KS1 CYCLE A	**E-Safety** National Curriculum: ♣ use technology safely and respectfully, keeping personal information private; identify where to go for help and	**Technology Around Us** National Curriculum: ♣ recognise common uses of information technology beyond school	**Programming Robots** National Curriculum: ♣ understand what algorithms are; how they are implemented as	**Digital Painting** National Curriculum: ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content	**Digital Writing** National Curriculum: ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content	**Programming Animations** National Curriculum: ♣ understand what algorithms are; how they are implemented as

	support when they have concerns about content or contact on the internet or other online technologies		programs on digital devices… ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs			programs on digital devices… ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs
	Why this and why now? *Key e-safety messages will be revisited and embedded at the beginning of every Computing lesson.*					
	Children will revisit what they have already learned about e-safety from Terms 1 & 2 in EYFS. This knowledge is extended as they discuss different scenarios linked with staying safe online. This unit is essential before moving onto using devices.	In this term, the children will learn about different types of technology at school and home, before learning how to use it for different purposes.	In this term, the children will develop their understanding of commands and coding from EYFS as they learn to program and de-bug a Bee-Bot.	The children will use the iPads to digitally paint and compare real-life and digital painting. These digital creation and comparison skills will be further explored next term when they learn how to digitally write.	In this term, the children will use the iPads / laptops to digitally write and compare real-life and digital writing. Typing is an essential skill for KS1 children to learn to be able to access other curriculum opportunities.	In this final term, children will have the opportunity to apply and build on the skills learned in Term 3. At this stage, children will be able to work more independently and teachers can use this opportunity for assessment.
	Vocabulary, Key Concepts/Skills					
	Online Offline Website Personal information Password Trusted adult	Technology at school Technology at home	Program Instructions Algorithm Bee-Bot Buttons Directions Forwards Backwards Routes Obstacles	Shapes Lines Choices Compare	Keyboard Add Remove Edit Toolbar Choices Compare	Program Instructions Algorithm Blocks Sprites Design Evaluate Improve
KS1 CYCLE B	**<u>E-Safety</u>** National Curriculum: ♣ use technology safely and respectfully, keeping	**<u>Technology Around Us</u>** National Curriculum:	**<u>Programming Robots</u>** National Curriculum:	**<u>Digital Music</u>** National Curriculum: ♣ use technology purposefully to create,	**<u>Digital Photography</u>** National Curriculum: ♣ use technology purposefully to create,	**<u>Programming Quizzes</u>** National Curriculum:

	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	♣ understand what algorithms are; how they are implemented as programs on digital devices… ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs	organise, store, manipulate and retrieve digital content	organise, store, manipulate and retrieve digital content	♣ understand what algorithms are; how they are implemented as programs on digital devices… ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs
	Why this and why now? *Key e-safety messages will be revisited and embedded at the beginning of every Computing lesson.*					
	Children will revisit what they have already learned about e-safety from Terms 1 & 2 in EYFS. This knowledge is extended as they discuss different scenarios linked with staying safe online. This unit is essential before moving onto using devices.	In this term, the children will learn about different types of technology at school and home, before learning how to use it for different purposes.	In this term, the children will develop their understanding of commands and coding from EYFS as they learn to program and de-bug a Bee-Bot.	In this term, the children will use the iPads / laptops to create music.	In this term, the children will explore using technology for a different purpose – to take photographs.	The children will have the opportunity to apply and build on the skills learned in Term 3. At this stage, children will be able to work more independently and teachers can use this opportunity for assessment.
	Vocabulary, Key Concepts/Skills					
	Online Offline Website Personal information Passwords Trusted adult	Technology at school Technology at home	Program Instructions Algorithm Bee-Bot Buttons Directions Forwards Backwards Routes Obstacles	Digital music Rhythms Patterns Notes Tempo Edit	Photograph Choices Effects Lighting Landscape Portrait	Program Instructions Algorithm Use a design Change a design Evaluate Improve