Understand the world through skills & knowledge

Understand your impact & significance within the world you live

Subject Leader Progression Document
COMPUTING

Embed RWM across all subjects

Thrive & flourish in a global society

Events from the past impact on our lives

Importance of collaboration

Build resilient, confident & independent learners

Relate current learning with past learning

Know & remember more

	Murphy Y1	Donaldson Y2	Dahl Y3	Dahl Rauf Y4	Rauf Y5	Shakespeare Y6
Computing systems and networks	Technology all around us (Computer systems, Algorithms)	Information technology around us (Networks, Computing Systems)	Connecting Computers (Networks, Computer systems)	The Internet (Networks, Safety and Security)	Sharing Information (Networks, Effective Use of Tools)	Internet Communication (Networks, Effective Use of Tools)
Creating media A	Digital Painting (Effective use of tools, Creating media)	Digital Photography (Effective Use of Tools, Creating Media)	Stop-Frame animation (Effective Use of Tools, Creating Media)	Audio Production (Effective Use of Tools, Creating Media)	Video Production (Creating Media, Design and Development)	Webpage Creation (Creating Media, Design and Development)
Programming A	Moving a Robot (Algorithms, Programming)	Robot Algorithms (Algorithms, Programming)	Sequencing Sounds (Programming, Design and Development)	Repetition in Shapes (Algorithms, Programming)	Selection in physical computing (Programming, Computing Systems)	Variables in Games (Programming, Design and Development)

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Data and Information	Grouping Data (Data Information, Algorithms)	Pictograms (Data Information, Effective Use of Tools)	Branching Databases (Data and Information, Effective Use of Tools)	Data Logging (Computer Systems, Data Information)	Flat-File Databases (Data and Information, Effective Use of Tools)	Introduction to Spreadsheets (Effective Use of Tools, Data and Information)
Creating media B	Digital Writing Effective Use of Tools, Creating Media)	Making Music (Creating Media, Design and Development)	Desktop Publishing (Effective Use of Tools, Creating Media)	Photo Editing (Effective Use of Tools, Creating Media)	Vector Drawing (Effective Use of Tools, Creating Media)	3D Modelling (Effective Use of Tools, Creating Media)
Programming B	Programming Animations (Programming, Design and Development)	Programming Quizzes (Programming, Design and Development)	Events and actions in programs (Programming, Design and Development)	Repetition in Games (Programming, Design and Development)	Selection in Quizzes (Algorithms, Programming)	Sensing (Programming, Computing Systems)

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EYFS:

- Children recognise that technology is used in places such as home and school.
- Children can select and use technology for particular purposes.
- Children can play on touch screen game on IWB or tablet.
- Children use computers/ keyboards/ telephone/ till in role play.
- Children can type their name on to a keyboard/ tablet.
- Use paint program to draw a simple picture on IWB or tablet.
- Use simple programmable toys.