St James the Great COMPUTING Progression Map

|  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| Word <br> Processing Skills | - Write My Name - Use the Enter Key to move to a new line - Use the Full Stop key <br> - Use the Space Bar to create a finger space <br> - Use the Backspace key to delete a letter <br> - Use the Undo Button <br> - Use the Shift key to create a Capital Letter <br> - Use the Caps Lock Key | - Open a new page <br> - Open a Saved Document <br> - Use the Save button and name my work correctly (work saved in their folder - does not need their name in the title). <br> - Place the Cursor with Mouse and Arrow Keys - Copy and Paste from the Internet <br> - Double Click on a word to select it <br> - Use the Number Keys | - Change the Font Size, style and colour <br> - Use Bold/Italic and Underline <br> - Use the Highlight Tool <br> - Use Bullet Points and Numbering <br> - Align Right/Centre/Left and Justify <br> - Use Spell Check <br> - Put text into Columns <br> - Insert Headings and Subheadings <br> - Page Views, Zoom and Print Preview - Use the Undo and Redo edit options | - Use Page Set Up landscape or portrait <br> - Use Cut/Copy and Paste icons <br> - Insert Table <br> - Insert Symbols <br> - Insert Word Art and Format and Resize - Insert a Text Box and Format and Resize - Insert a Shape and Format and Resize - Insert Clip Art or a picture and Format and Resize <br> - Create a Border | - Use Ctrl shortcuts and Function keys <br> - Use Word Count <br> - Use Find and Replace <br> - School Name in Footer <br> - Name and Date in Header | - Use Title options <br> - Use thesaurus /synonyms <br> - Use protect document <br> - Use watermark |
| Presentation skills <br> Including Multimedia, PowerPoints and Data Handling | Use a range of applications and devices in order to communicate ideas, work and message <br> Use painting programmes with different brush sizes and a palette of colours. <br> Create simple presentations (image and text). | Using Photostory: <br> - Add images <br> - Create a voiceover <br> - Add subtitles <br> - Begin to add transitions Watch slideshow and discuss <br> Create artwork using dots, lines and repeated patterns. <br> Collect, organise and present simple data and information in digital content. | Using PowerPoint : <br> - Create new slide <br> - Add new slide <br> - Insert pictures and text boxes <br> - Watch presentation using 'Slide show' feature <br> Use branching databases to classify objects. | Using PowerPoint : <br> - Create new slide <br> - Add new slide <br> - Insert pictures and text boxes <br> - Watch presentation using 'Slide show' feature <br> - Include a background design <br> - Add effects such as transitions <br> Use computers to collect numerical data and present this to an audience. <br> Create graphs (bar charts, line graphs). | Using PowerPoint : <br> - Insert pictures and text boxes <br> - Include a background design <br> - Add effects such as transitions <br> - Use advanced features of PowerPoint confidently - Add hyperlinks to images (links to a webpage or video) - Create charts/graphs to present data - Include brief bullet points on slides and be able to expand ideas when presenting. | Review previous skills and focus on: <br> - Use advanced features of PowerPoint confidently <br> - Add hyperlinks to images <br> - Create charts/graphs to present data <br> - Include brief bullet points on slides and be able to expand ideas when presenting <br> - Be able to present confidently from a PowerPoint presentation - Use an alternative platform to present information. (Focusky) <br> Excel skills: |

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|  |  |  |  |  | - Be able to present confidently from a PowerPoint presentation <br> Create a variety of graphs from one set of data for a purpose. <br> Use a range of media to create an effective presentation in software of their own choice. | - Use Excel to plan <br> - Use Excel spreadsheet to enter data and use autosum - Use formula for addition, subtraction and multiplication <br> - Use data to create a graph <br> - Independently set up a spreadsheet from scratch |
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| Coding | Create a simple programme to give instructions to Beebots. <br> - Understand what algorithms are (know that technology follows instructions to deliver a desired outcome) <br> - Control motion by specifying the number of steps to travel, direction and turn <br> - Follow instructions to reach a destination on a map | Create a programme for a Beebot to perform a sequence of moves (being able to debug and review sequence). <br> -Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions <br> - Create and debug simple programs (know that debugging means finding a mistake to an algorithm and correcting it) <br> - Control motion by specifying the number of steps to travel, direction and turn <br> - Specify user inputs (such as clicks) to control events - Specify the nature of events (such as a single event or a loop) | -Design and write programs that accomplish specific goals, including controlling or simulating physical systems <br> - Use specified screen coordinates to control movement <br> - Set the appearance of objects and create sequences of changes. - Specify conditions to trigger events | - Debug programs <br> - Solve problems by decomposing them into smaller parts <br> - Use specified screen coordinates to control movement <br> - Set the appearance of objects and create sequences of changes. <br> - Specify conditions to trigger events <br> - Use IF THEN <br> conditions to control events or objects <br> - Use variables to store a value <br> - Use the functions define, set, change, show and hide to control the variables | - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output <br> - Change the position of objects between screen layers (send to back, bring to front). <br> - Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. - Set events to control other events by 'broadcasting' information as a trigger. - Use IF THEN ELSE conditions to control events or objects. | -Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs - Change the position of objects between screen layers (send to back, bring to front). <br> - Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation. <br> - Set events to control other events by 'broadcasting' information as a trigger. - Use IF THEN ELSE conditions to control events or objects. <br> - Use lists to create a set of variables <br> - Use the Boolean operators <br> to define conditions |

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| Animation | Create animations using flat or 3D props, which include movement iMovie | Create flat animations which include sound and actions/movement iMovie | Create 2D animations which include sound and movement <br> - Begin to introduce sound effects. <br> - Recognise the importance of slow movement within the animation to ensure it is effective. | Create 3D animations which include sound and movement <br> - Include sound effects and use voice overs. - Alter the volume of sound effects so that the speaking is clear. | Create 3D animations which include sound, movement and editing to ensure that sound effects are used in appropriate places within the animation. <br> - Write scripts <br> - Create props <br> - Film and edit animations using appropriate animation app. |  |
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| Film/ Video/ Blogging | - Open camera app <br> - Select video recording feature <br> - Know when to press play <br> - Hold steady when recording <br> - Be able to watch video back and discuss | Use a range of applications and devices in order to communicate ideas, work and messages. <br> - Open camera app <br> - Select recording feature and press play <br> - Hold steady when recording. <br> - Watch video back and discuss/give feedback and re-record if necessary <br> Use technology purposefully to create, organise, store and retrieve digital content in the context of adding images and text to an online blog. |  |  |  | Develop more advanced videoing skills: <br> - Create storyboard <br> - Include special effects and filters <br> - Include shots from different angles <br> - Add sound <br> - Crop and edit scenes |
| General <br> PSHE includes details of online safety coverage. | Recognise common uses of information technology in the home. | Recognise common uses of information technology on the way to school, in shops and in the wider world. <br> Use technology safely and respectfully, keeping personal information | Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for | Use search technologies effectively, appreciate how results are selected. | Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. | Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. |


|  |  | private; identify where to <br> go for help if it is needed. | communication and <br> collaboration. |  |  |
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