

## St James the Great COMPUTING Progression Map

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



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					- Be able to present confidently from a PowerPoint presentation  Create a variety of graphs from one set of data for a purpose.  Use a range of media to create an effective presentation in software of their own choice.	- Use Excel to plan - Use Excel spreadsheet to enter data and use autosum - Use formula for addition, subtraction and multiplication - Use data to create a graph - Independently set up a spreadsheet from scratch
Coding	Create a simple programme to give instructions to Beebots.  - Understand what algorithms are (know that technology follows instructions to deliver a desired outcome)  - Control motion by specifying the number of steps to travel, direction and turn  - 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).  -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 (know that debugging means finding a mistake to an algorithm and correcting it)  - Control motion by specifying the number of steps to travel, direction and turn  - 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 - Use specified screen coordinates to control movement - Set the appearance of objects and create sequences of changes Specify conditions to trigger events	- Debug programs - Solve problems by decomposing them into smaller parts - Use specified screen coordinates to control movement - Set the appearance of objects and create sequences of changes Specify conditions to trigger events - Use IF THEN conditions to control events or objects - Use variables to store a value - 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 - Change the position of objects between screen layers (send to back, bring to front) 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) 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 lists to create a set of variables - Use the Boolean operators 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  - Begin to introduce sound effects Recognise the importance of slow movement within the animation to ensure it is effective.	Create 3D animations which include sound and movement  - 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.  - Write scripts - Create props - Film and edit animations using appropriate animation app.	
Film/ Video/ Blogging	- Open camera app - Select video recording feature - Know when to press play - Hold steady when recording - Be able to watch video back and discuss	Use a range of applications and devices in order to communicate ideas, work and messages.  Open camera app Select recording feature and press play Hold steady when recording. Watch video back and discuss/give feedback and re-record if necessary  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: - Create storyboard - Include special effects and filters - Include shots from different angles - Add sound - Crop and edit scenes
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.  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 go for help if it is needed.	communication and collaboration.		