Whole school Progression of Knowledge and Skill

Core areas linked to National Curriculum coverage

Computing

2023-2025

EYFS

Computer Science

Unit	Areas of Learning	Key Vocabulary
Early programming EYFS - Programming - iLearn2 | Primary Computing. Made Easy.	*Knows how to operate simple equipment (30-50 months)* *Give explanations (Speaking 30-50 months)*	Sequence Algorithm Predict

Digital Literacy

Unit	Areas of Learning	Key Vocabulary
E-Safety EYFS - E-safety - iLearn2 | Primary Computing. Made Easy.	*Explain the reasons for rules, know right from wrong and try to behave accordingly (Early Learning Goals)*	Safe Strangers Internet

Information Technology

Unit	Areas of Learning	Key Vocabulary
Computer discovery Computer Discovery - Early Years - iLearn2 | Primary Computing. Made Easy.	*Understanding the World; Children recognise that a range of technology is used in places such as home and schools (Early Learning)* *Communication and Language; Listening and Attention, Understanding, Speaking.* *Health and Self Case: Understands that equipment needs to be used safely (30-50 months).* *Mathematics: Count on and back to find an answer. (Early Learning)* *Interact with age-appropriate computer software (40-60+ months)*	Mouse Trackpad Cursor Left button Scroll wheel Home row
Early digital music EYFS/Year 1 Music Creation - iLearn2 | Primary Computing. Made Easy. Pupil code – 44M5	*Explore how sounds can be changed (30-50 months)* *Explore different sounds of instruments (40-60 months)* *They select and use technology for a particular purpose (Early Learning Goals)* *Represent own ideas through music (Early Learning Goals)*	Rhythm Melody Tempo
Digital photos and videos EYFS - Digital Photos and Videos - iLearn2 | Primary Computing. Made Easy.	*Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for a particular purpose.* *Knows how to operate simple equipment (30-50 months)* *Choose particular colours for a purpose (40-60 months)* *Communication and Language (Speaking)* *Writing (Early Learning Goals)*	Colour Picture Photo Video Camera
Digital art and design EYFS - Digital Art and Design - iLearn2 | Primary Computing. Made Easy. Pupil code – MM78	*Uses simple tools and techniques competently and appropriately (40-60+ months)* *Selects appropriate resources and adapts them where necessary (40-60+ months)* *Explores how colours can be changed (30-50 months)* *Chooses particularly colours to use for a purpose (40-60 months)*	Fill Paint Draw Tool
Cross curricular options		
Literacy and Numeracy skills EYFS - Digital Numeracy and Literacy - iLearn2 | Primary Computing. Made Easy.	*Knows that information can be retrieved from a computer (30-50 months* *Interacts with age-appropriate computer software. (40-60 months),* *Knows that information can be relayed in the form of print (40-60 months)* *Interacts with age appropriate computer software. (40-60 months)*	

Year 1

Computer Science

Unit	Progression of Knowledge & skills	Key Vocabulary
Introduce programming (5-7 hours) https://www.ilearn2.co.uk/year-1-programming.html Pupil code – PRW7 NC - *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.*	- Place instructions into the correct order (sequence) to make something work. - Use direction arrows to move an on-screen object (character/sprite) to achieve an objective. - Predict a route and sequence direction commands (algorithm) to achieve an objective. Correct the errors if necessary (debug). - Predict a route and sequence distance commands to program an on-screen object to achieve an objective. - Predict and sequence movement and pen commands to program the drawing of different 2D shapes. - Sequence code blocks, including movements and execute (start program) blocks to write a program to achieve an objective.	Sequence Algorithm Predict Execute Debug

Digital Literacy

Unit	Progression of Knowledge & skills	Key Vocabulary
Online safety (1-2 hours) E-safety - Key Stage 1 - iLearn2 | Primary Computing. Made Easy. Pupil code – ES75 NC - *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.*	- Understand what the internet is and how people use it. - Understand what personal information is and why we keep personal information private. - Why do websites want personal information. - Identify when and where to go for help when concerned.	Personal information Sharing Permission Report Trust Respect

Information Technology

Unit	Progression of Knowledge & skills	Key Vocabulary
Mouse and Keyboard skills (4-6 hours) EYFS/Year 1 Mouse and Keyboard - iLearn2 | Primary Computing. Made Easy. Pupil code – MM78	- Move the mouse or trackpad and left click to select an object. - Drag and drop with mouse or trackpad to move objects around the screen. - Find letters or numbers on a keyboard. - Begin touch typing with home row keys.	Mouse Trackpad Cursor Left button Scroll wheel Home row
Digital Art *(1-2 hours)* Year 1 Digital Art - iLearn2 | Primary Computing. Made Easy. Pupil code – A265 NC - *Use technology purposefully to create, organise and manipulate digital content*	– Change the colour of individual pixels to accurately re-create basic artwork. – Make changes where required. – Change the colour of individual pixels to accurately re-create detailed artwork	Pixels Grid Fill Check
3D design (1-2 hours) Year 1 Design - iLearn2 | Primary Computing. Made Easy. Pupil code – D827	- Change the colour and pattern of elements. - Position and rotate objects on a design.	3D Rotate

NC - *Use technology purposefully to create, organise and manipulate digital content*	- Position objects in relation to each other. - Resize, rotate, flip and arrange objects behind/in front of each other.	Arrange Flip
Text and Images (3-4 hour) Year 1 Text & Images - iLearn2 | Primary Computing. Made Easy. Pupil code – T824 NC - *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	- Change the background colour of a page. - Add, resize and position images (pictures) on a page. - Type and position text on a page, if possible using capital letters and punctuation. - Label pictures with text. - Use word-banks for writing sentences about pictures.	Icon Object Drag Text box Shift Image
Music creation (2 hours) EYFS/Year 1 Music Creation - iLearn2 | Primary Computing. Made Easy. Pupil code – 44M5 NC - *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	- Create a rhythm using a pattern of beats. - Create digital sounds using patterns and shapes. - Create a simple melody using patterns and adjust tempo.	Rhythm Melody Tempo
LEGO Spike Essential		
Unit	**Progression of Knowledge & skills**	**Key Vocabulary**
FIRST LEGO League Explore	• Begin brainstorming solutions for the challenge problem. • Learn to use SPIKE™ Essential to help solve the Explore challenge	Brainstorm Design Test iterate

Year 2

Computer Science

Unit	Progression of Knowledge & skills	Key Vocabulary
Develop Programming (4-5 hours) Year 2 Programming - iLearn2 | Primary Computing. Made Easy. Pupil code – D942 NC – *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.*	- Create and debug simple programs by selecting code blocks, placing them in the correct sequence and executing a program. - Use logical reasoning to predict the behaviour of simple programs. - Simplify a program by using a loop.	Sequence Algorithm Predict Execute Debug

Digital Literacy

Unit	Progression of Knowledge & skills	Key Vocabulary
Recognise uses of IT (1-2hours) Year 2 Uses of IT - iLearn2 | Primary Computing. Made Easy. Pupil code - RR87 NC - *Recognise common uses of information technology beyond school.*	- Understand what makes a computer a computer. - Understand computers store and follow instructions. - Spot digital technology in school. - Understand how different technology helps us.	Microprocessor Analogue Digital
E-Safety (1-2hours) E-safety - Key Stage 1 - iLearn2 | Primary Computing. Made Easy. Pupil code - ES75 NC - *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.*	- What are the dangers of sharing photos online? - People online are not always who they say they are. - Trusting information online. - Using the Internet responsibly. - Being respectful.	Personal information Sharing Permission Report Trust Respect
Internet research (1 hour) Year 2 Research - iLearn2 | Primary Computing. Made Easy. Pupil code – R287 NC - *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.*	- Understand how a web page displays information in different ways; text, images, videos and interactive elements. - Use a web page to answer questions.	Internet browser Webpage Keywords Video Transcript Bullet points

Information Technology

Unit	Progression of Knowledge & skills	Key Vocabulary

Digital Art (3-4 hours) Year 2 Digital Art - iLearn2 | Primary Computing. Made Easy. Pupil code – DP93 NC - *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	- Use lines and fill tools to make interesting patterns. - Add a variety of shapes (outlines and fill) and label them with text. - Re-create graphics using pixels with different colours.	Pixels Fill Text PNG GIF
Introduction to Data Handling (2-3 hours) Year 2 Data Handling - iLearn2 | Primary Computing. Made Easy. Pupil code – 33YY NC - *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	– Understand what data is and collect it as a tally. – Use software to label a pictogram and add data to each column. – Edit a table with correct titles and numbers. – Use software to create a bar chart/pie chart/line chart suitable for the data. – Interpret a pictogram/bar chart/line chart.	Table Bar chart Pie chart Pictogram
Introduction to Animation (2-4 hours) Year 2 Animation - iLearn2 | Primary Computing. Made Easy. Pupil code – A798 NC - *Use technology purposefully to create, organise, store, manipulate and retrieve digital content.*	- Add a background and objects to a frame (including text) - Copy/clone a frame and move objects to create an animation, including flipping objects. - Create an animation with multiple objects moving simultaneously. - Create screen-recording animation (*optional, requires iPad*). - Create stop-motion animation with photos (*optional, requires iPad*). - Create animated drawings of characters by cropping photos and adjusting points of movement	Frame Clone Onion Skin Frame Rate
LEGO Spike Essential		
Unit	**Progression of Knowledge & skills**	**Key Vocabulary**
Amazing Amusement Park	• Practise brainstorming to generate ideas • Practise helping a story character • Describe key ideas or details from a text • Improve and refine a prototype as part of the design process • Practise helping a story character • Describe key ideas or details from a text • Gather information about the other's needs or wants • Change a solution to meet others' needs or wants • Practise helping a story character • Describe key ideas or details from a text	brainstorm, build, challenge, create, program and upgrade.

Year 3

Computer Science

Unit	Progression of Knowledge & skills	Key Vocabulary
Programming in Scratch (4-6 hours) Year 3 Scratch - iLearn2 | Primary Computing. Made Easy. Pupil code –19QA, SQ43, SK32, SC87, ST67 NC – *Design, write and debug programs that accomplish specific goal, including simulating physical systems. Use sequence and repetition in programs; work with various forms of input.*	- Design, write and debug programs that accomplish specific goals. (Including outputs) - Use repetition in programs. - Work with various forms of inputs; keyboard, mouse and touch screen. - Write programs to simulate physical systems.	Sprite Stage Sequence Debug Loops Repetitions Inputs

Digital Literacy

Unit	Progression of Knowledge & skills	Key Vocabulary
E-safety (1-2 hours) E-safety - Key Stage 2 - iLearn2 | Primary Computing. Made Easy. Pupil code – ES82 NC – *Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact*.	- Understand what to do if something upsets you online. - Understand why and how people can be nasty online. - Describe the term 'sharing online' and why we need to get permission to share photos and videos of other people. - Understand why people pretend to be someone else online. - Understand why we only talk to people we know in the real world, when online. - Understand why we should not always trust what we read online and how to check - Understand the importance of being kind in the real world and also online. - Understand the importance of using avatars and how to make them.	Personal information Sharing Permission Report Trust Respect

Information Technology

Unit	Progression of Knowledge & skills	Key Vocabulary
Comic Creation (3 hours) Year 1/3 Comic Creation - iLearn2 | Primary Computing. Made Easy. Pupil code – 45TT NC – *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.*	- Add, resize and organise colour or picture backgrounds. - Add, resize, organise characters/objects to different panels. - Add narration using text and direct speech using speech bubbles. - Save comic with name and title. - Add audio recordings (optional).	Panel Narration Stickers Scale Arrange Flip
Digital Art (4-6 hours) Year 3 Digital Art - iLearn2 | Primary Computing. Made Easy. Pupil code –DP97 NC – *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.*	- Use various lines and fill tools plus copy/paste and rotation to create pattern effects. - Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects. - Use stamps, copy/paste, layers and multiple frames to create animated GIF computer game graphics.	Rotation Zoom Flip Symmetry Stamp GIF

Music Creation (2-3 hours) Year 3 Music Creation - iLearn2 | Primary Computing. Made Easy. Pupil code – MM87 NC – *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.*	- Create ascending and descending scales. - Add chords evenly across the scales. - Add arpeggios and melodies. - Add a steady and even rhythm. - Use sampled sounds to create an effective mix. - Build beats, melody (tones) and effects.	Scales Chords Arpeggio Bars and Beats Samples sounds Effects
Document Editing and Creation (1-2 hours) Year 3 Document Creation - iLearn2 | Primary Computing. Made Easy. Pupil code – DW34 NC – *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.*	- Copy and Paste text and images. - Find and replace words. - Format text for a purpose. - Add bullet points to make lists. - Experiment with keyboard shortcuts.	Word processor Find and replace Format Text Wrapping Keyboard shortcuts Bullet points
3D Design (3-5 hours) Year 3 3D Design - iLearn2 | Primary Computing. Made Easy. Pupil code – D776 NC – *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.*	- Understand and use 3D space on a grid. - Design cities/towns for a purpose and to a budget. - Re-create or design familiar 3D models using cubes, such as tables and chairs. - Use chisel tool to improve and adapt models. - Colour individual blocks or whole models.	3D Rotate Zoom Grid Chisel, Hammer, Trowel Spray Bucket
LEGO Spike Essential		
Unit	**Progression of Knowledge & skills**	**Key Vocabulary**
Great Adventures	• Follow instructions to create a program • Identify the main characters in a story • Practise helping a story character • Participate in collaborative conversations	challenge, change, program, push and robot

Year 4

Computer Science

Unit	Progression of Knowledge & skills	Key Vocabulary
Programming in scratch (6-8 hours) Year 4 Scratch - iLearn2 | Primary Computing. Made Easy. Pupil code – SR37, SB63, SB72, 163A, VX62 NC – *Design, write and debug programs that accomplish specific goals.* *Use sequence, selection, and repetition in programs; work with 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.*	- Program inputs with loops, selection and sensing for interactions. - Work with variables and various forms of input and output. - Debug programs that accomplish goals. (correcting errors) - Use selection, data variables and operators. - Program a virtual robot using Scratch blocks.	Input Selection Sensing Variables Debug

Digital Literacy

Unit	Progression of Knowledge & skills	Key Vocabulary
Internet Research (3-4 hours) Year 4 Inside a Computer - iLearn2 | Primary Computing. Made Easy. Pupil code – CCY2 NC – *Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.*	- Use search technologies to find specific pieces of information. - Understand features of an Internet Browser. - Reference the correct source of information. - Be discerning in evaluating digital content. - Check the internet for fake news by cross-referencing facts.	Internet Browser Web Address Address Bar Search Engine WWW Ranking
E-Safety (1-2 hours) E-safety - Key Stage 2 - iLearn2 | Primary Computing. Made Easy. Pupil code – ES82 NC – *Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.*	- Understand what to do if something upsets you online. - Understand why and how people can be nasty online. - Describe the term 'sharing online' and why we need to get permission to share photos and videos of other people. - Understand why people pretend to be someone else online. - Understand why we only talk to people we know in the real world, when online. - Understand why we should not always trust what we read online and how to check - Understand the importance of being kind in the real world and also online. - Understand the importance of using avatars and how to make them.	Personal information Sharing Permission Report Trust Respect

Information Technology

Unit	Progression of Knowledge & skills	Key Vocabulary

Animation (5-7 hours) Year 4 Animation - iLearn2 | Primary Computing. Made Easy. Pupil code – 1J77 NC – *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.*	- Create a stop-motion video by duplicating slides that include backgrounds and shapes. - Create animation using transition and animation effects (morph, motion paths, pulse etc), including taking and editing a screenshot. - Animate individual elements of objects. - Create animated GIF files by animating pixels.	Frame Clone Onion Skin Frame Rate Timeline Transition GIF
Data Handling (3-4 hours) Year 4 Data Handling - iLearn2 | Primary Computing. Made Easy. Pupil code – D953 NC – *Collecting, analysing, evaluating and presenting data and information.*	- Change appearance of cells in a spreadsheet (fill colour and border) then add and align text. - Find and add data to a spreadsheet, resize cells and use the software to create a suitable chart with a title.	Spreadsheet Cell Bar chart Pie chart Line Graph
3D design (6-8 hours) Year 4 3D Design - iLearn2 | Primary Computing. Made Easy. Pupil code – 3D92 NC – *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*	- Understand 3D spacial awareness. - Add 3D shapes, resize, adjust height, duplicate and use the different perspective. - Re-create different types of buildings using 3D shapes. - Create roads/paths by adjusting the height of 3D shapes. - Add windows and door shapes.	Zoom Work plane Viewpoint Perspective Orthographic Duplicate
Video editing (2-3 hours) Year 4 Video Editing - iLearn2 | Primary Computing. Made Easy. Pupil code – VK34 NC – *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.*	- Add scene images. - Add scripted voiceover audio, adjust the volume and crop clips (including splitting a clip). - Add more clips and use transition effects. - Add titles. - Use elements such as shapes. - Add music background music and adjust the volume. - Export a project.	Clips Timelines Split Transitions Titles Voiceovers Export
LEGO Spike Essential		
Unit	**Progression of Knowledge & skills**	**Key Vocabulary**
Crazy Carnival Games	• Explore the basic principles of energy and their connection to an object's speed • Identify and describe the relationship between speed and energy • Engage effectively in a range of collaborative discussions	energy, motion, program, test and upgrade

Year 5

Computer Science

Unit	Progression of Knowledge & skills	Key Vocabulary
Programming in Scratch (5-7 hours) Year 5 Scratch - iLearn2 | Primary Computing. Made Easy. Pupil code – 4T46, VMQ2, SST9, SC47 NC - *Design, write and debug programs that accomplish specific goals; 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.*	- Program inputs for control, selection (conditions) and sensing for interaction and data variables for scoring and a game timer. - Program distance sensing and movement. - Program Inputs, outputs, loops, conditions, sensing and variables. - Program list variables that chooses randomly.	Inputs Selection Sensing Variables Debug
Physical Devices (1-3 hours) Year 5 Physical Systems - iLearn2 | Primary Computing. Made Easy. Pupil code – MBH2 NC - *Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.* *Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.*	- Understand that computers use physical inputs and outputs and give examples. - Program physical inputs, outputs (e.g program LED lights) and random variables. - Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems.	Microbit Outputs Inputs Accelerometer Processor

Digital Literacy

Unit	Progression of Knowledge & skills	Key Vocabulary
Computer Networks and the Internet (2-3 hours) Year 5 Computer Networks - iLearn2 | Primary Computing. Made Easy. Pupil code – N7X8 NC - *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.*	- Understand Computer Networks, Internet and Cloud Computing and how they help us. - What is email and how can we use it safely? - Understand how and why we collaborate online (including blogging).	Server Router Firewall IP address Wireless Access Point Cloud Computing

Information Technology

Unit	Progression of Knowledge & skills	Key Vocabulary
App Design (4-6 hours) Year 5 App Design - iLearn2 | Primary Computing. Made Easy. Pupil code – 81T2 NC - *Select, use and combine a variety of software (including internet services) on a range of digital devices to design and*	- Adjust slide size to mimic a phone/tablet size. - Add text and images to a slide. - Add icons and text to use as navigation.	Screen Dimensions Icons Navigation Hyperlinks Duplicate

create a range of programs, systems and content that accomplish given goals.	- Duplicate slides to create multiple pages of the app. - Create hyperlinks to create navigation.	
Data Handling (3-4 hours) Year 5 Data Handling - iLearn2 | Primary Computing. Made Easy. Pupil code – DZT3 NC - *Select, use and combine a variety of software (including internet services). Collecting, analysing, evaluating and presenting data and information.*	- Select and use non-adjacent cells plus resize multiple cell widths and copy/paste cells. - Use formulae to find totals, averages and maximum/minimum numbers. - Find data and create a spreadsheet to suit it. - Search a database for specific information.	Spreadsheet Cell Formula Database Record Field Sort
Music Creation (2-3 hours) Year 5 Music Creation - iLearn2 | Primary Computing. Made Easy. Pupil code – WXY4, GBX7 NC - *Select, use and combine a variety of software (including internet services) on a range of digital devices to design content that accomplish given goals.*	- Layer tracks using sounds and effects. - Create effective instrument tracks. - Edit tracks and effectively adjust volume and add effects.	Scales Chords Arpeggio Bars and Beats Sample sounds Effects
LEGO Spike Essential		
Unit	**Progression of Knowledge & skills**	**Key Vocabulary**
Crazy Carnival Games	• Explore the basic principles of energy and their connection to an object's speed • Identify and describe the relationship between speed and energy • Engage effectively in a range of collaborative discussions • Predict outcomes of the energy changes that occur when objects collide • Observe and describe the relationship between energy and force • Engage effectively in a range of collaborative discussions	energy, motion, program, test and upgrade force, modify, potential energy and ramp
Happy Traveller	• Develop a sequence to solve a problem • Decompose problems into smaller parts • Recount an experience using relevant facts and descriptive details • Identify and fix errors within a program (test and debug) • Explore two-dimensional shapes and angles • Recount an experience using relevant facts and descriptive details	improve, modify, program, sequence, test and upgrade backwards, debug, direction, forwards, frustrated and route

Year 6

Computer Science

Unit	Progression of Knowledge & skills	Key Vocabulary
Programming in Scratch – Yr6 Year 6 Scratch - iLearn2 | Primary Computing. Made Easy. Pupil code – SKT7, SPF2, 541A, SPW2, SPG4 NC - *Design, write and debug programs that accomplish specific goals; 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.*	- Program keyboard/touch screen inputs, selection (conditions), loops and random variables for unpredictability (operators). - Program inputs, selection, sensing, random variables, operators for direction and data variables for scoring. - Use inputs, selection, loops, sensing, costume changes and broadcasts. - Work with multiple sprites to send broadcast messages between them	Input Operators Sensing Variable Broadcast

Digital Literacy

Unit	Progression of Knowledge & skills	Key Vocabulary
E-Safety Yr6 (1-2 hours) E-safety - Key Stage 2 - iLearn2 | Primary Computing. Made Easy. Pupil code – ES82 NC- *Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.*	- Keep personal information private. - Respect and protect against online bullies. - Understand the consequences of sharing photo/videos online. - Understand the term digital footprint. - How can we check online content is trustworthy. - How, where and who can we report concerns we have to. - Use suitable usernames and passwords for online accounts. - Understand the pitfalls of in-app purchases.	Personal information Sharing Permission Report Trust Respect

Information Technology

Unit	Progression of Knowledge & skills	Key Vocabulary
Graphic Design (2 hours) Year 6 Graphic Design - iLearn2 | Primary Computing. Made Easy. Pupil code – A780 NC- *Design and create digital content to accomplish goals.*	- Add, adjust and fill shapes. - Group shapes to improve accuracy and speed. - Add and customise gradient effects. - Adjust transparency/opacity for a purpose. - Use a colour picker correctly. - Accurately rotate shapes.	Grouping Gradient Transparency / Opacity Colour picker Arrange
Image editing (3-4 hours) Year 6 Image Editing - iLearn2 | Primary Computing. Made Easy. Pupil code - EFZ6 NC - *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.*	- Adjust the colours, brightness and contrast to improve a photo. - Create a before and after slide in presentation software. - Take and crop a screenshot. - Add drawing and text layers. - Import new images as layers and resize them to fit. - Add colour elements to a black and white image using layers and eraser tools.	Crop Aspect ratio Filter Colour editing Lighting editing

Data detectives (1 hour+) Year 6 Data Detectives - iLearn2 | Primary Computing. Made Easy. Pupil code – DE45 NC - *Select, use and combine a variety of software (including internet services). Collecting, analysing, evaluating and presenting data and information.*	- Use comprehension skills to find clues that match the column headings of a spreadsheet. - Use spreadsheet tools (filters and conditional formatting) to find the specific data to match the clues.	Spreadsheet Cell Filter Conditional formatting

LEGO Spike Essential

Unit	Progression of Knowledge & skills	Key Vocabulary
Happy Traveller	• Develop a sequence to solve a problem • Decompose problems into smaller parts • Recount an experience using relevant facts and descriptive details • Identify and fix errors within a program (test and debug) • Explore two-dimensional shapes and angles • Recount an experience using relevant facts and descriptive details	improve, modify, program, sequence, test and upgrade backwards, debug, direction, forwards, frustrated and route
Quirky Creations	• Define and understand a problem • Brainstorm and iterate in order to create a solution that meets the described needs • Engage effectively in a range of collaborative discussions • Define and understand a problem • Brainstorm and iterate in order to create a solution that meets the described needs • Engage effectively in a range of collaborative discussions	challenge, create, innovate, program, test and upgrade control, constraint, design, robot and solution