Norton Computing progression

Vision/intent: **Through our curriculum we teach our Christian values: Hope, Wisdom, Community and Respect so that our children are prepared spiritually, morally and culturally for a life in modern Britain.** Norton schools Vision:

Hope: **(strive)** that our children lead happy and fulfilled lives through seeing the best in others and in themselves; they are resilient, forward looking and appreciative

Wisdom: (Think) that our children have the essential knowledge, skills and behaviours to guarantee that they thrive in modern Britain; the wisdom to preserve the beauty of our planet; the wisdom to make informed, positive decisions

Community: (Act) that our children celebrate differences and value everyone in our Norton family and wider community; they celebrate belonging to a local, national and international community and they expect inclusion

Respect: (Respect) our children know that everyone has the right to be themselves. Norton is a place where everyone can feel safe, be happy and learn. Everyone at our school is equal and acts with respect and kindness towards each other. Our children respect themselves and are proud to be part of an inclusive school.

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.					
Year 1	**Mouse skills** ● move, mouse, left/right click, drag and drop	**Multimedia** Design – design an animal shelter, treehouse, city	**E-Safety** ● Going places Safely ● A-B-C Searching ● Keep it ● Private ● My creative work ● Sending Email	**Programming** ● To use a beebot. ● To follow an algorithm with simple movement. ● To change an algorithm with simple movement. ● To write an algorithm with simple movement	**Uses of technology** ● Talk about websites they have been on. ● Explore a website by clicking on buttons, arrows, menus and hyperlinks. ● Navigate 'back' by clicking on the 'back' button. ● Complete a search under the supervision of adults.	**Data handling** **Collecting and evaluating** ● Use a digital camera or camera app to take digital photographs. ● Review, rate or reject images they take. ● Select best photos for a portfolio.
Year 2	**keyboard Skills** ● Touch typing: All rows.	**Multimedia** Picture book based on story with text. Design of picture book document Image searching and saving. Adding images to a book Adding text to a book Book presentation	**E-Safety** ● Staying Safe online ● Follow the digital trail ● Screen out the mean ● Using Keywords ● Sites I like	**Programming** ● How to use my knowledge of algorithms in block based programming with scratch Jr. on a computer ● To use algorithms using the wait function.	**Uses of technology / multimedia** **Creating a video explaining a topic**	**Data handling /** ● **Create a branching database with yes / no questions.**

Year 3	Document editing	Multimedia	E-Safety	Programming	Networks and the internet	Data handling
	Document editing - Copy and Paste text and images. - Find and replace words. - Format text for a purpose. - Edit images inside documents **Comic Creation** - 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.	**Multimedia** **Digital Artwork** - Use select, copy and paste to duplicate elements to improve accuracy and speed. - Flip and rotate elements to create interesting effects, such as symmetry. - Use zoom tools to add more detail. - Add and edit images. - Store and retrieve work **Digital music**	**E-Safety** - Powerful Passwords - My Online Community - Things for Sale - Show respect online - Writing good emails	**Programming** - To use scratch programming. - To predict what a scratch program will do. - To create a program with text outputs. - To create a program with loops.	**Networks and the internet** Physical network infrastructure. Use of the internet Type in a URL to find a website. Add websites to favorites e.g Google, Mathletics, Bug Club. Use a search engine to find a range of media, e.g. images, text. Think of search terms to use linked to questions they are finding the answers for.	**Data handling** Collecting and presenting Choose information to put into a data table. Recognise which information is suitable for their topic. Design a questionnaire to collect information. Sort and organise information to use in other ways.
Year 4	**Document editing** **Using pictures, text and audio using BookCreator software**	**Multimedia** Digital music + Animation	**E-Safety** - Rings of responsibility - Private and Personal information - The power of words. - The Key to Keywords - Whose is it anyway?	**Programming** - To use flowcharts to help design algorithms to program. - Learn how to animate by switching costumes. - Write a program with text inputs and outputs - Write a program including selection (such as if/else statements)	**Networks and the internet** Understand some features of network protocols Using advanced search techniques	**Data handling** Collecting and presenting Using fields on excel and presenting data as bar chart
Year 5	**App design** 1. Adjust slide size to mimic a phone/tablet size. 2. Add text and images to a slide. 3. Add icons and text to use as navigation. 4. Duplicate slides to create	**Multimedia** Video (green screen) Create a video using green screen technology and edit video including different scenes. Give goal: News report on Romans	**E-Safety** - Strong passwords - Digital Citizenship Pledge - We've won a prize! - How to cite a Site. - Picture Perfect.	Programming - To create programs with audio outputs - To create programs using variables - To create programs with keyboard and mouse inputs.	**Networks and the internet** Understand some diagnostic tools for investigating network connections Creating digital content for the internet	**Data handling** **Previous +** Analysing Using presented data to answer questions

	multiple pages of the app. 5. Create hyperlinks to create navigation.					
Year 6	**Multimedia** **Image editing** 1. Take and crop a screenshot and understand ratios. 2. Adjust the colours, brightness, contrast and filters. 3. Add drawing and text layers. 4. Import new images as layers and resize/add effects. 5. Save finished image to use in other projects.	**Document editing** **Web design** 1. Add and format text within a website. 2. Organise sections of web-pages and multiple page with relevant titles. 3. Add and edit images. 4. Include other features such as hyperlinks, buttons and files. 5. Evaluate other websites and provide constructive feedback. 6. Make necessary changes to the website based on feedback.	**E-Safety** ● Talking Safely Online ● Super Digital Citizen ● Privacy Rules ● What's Cyberbullying? ● Selling Stereotypes	**Programming** ● Write programs which simulate physical systems ● Write programs, in crumble, to control external devices.	**Networks and the internet** **History of computing/ computers past present and future**	**Data handling** **As previous +** Evaluating data Create data collection forms and enter data from these accurately. Know how to check for and spot inaccurate data. Know which formulas to use when I want to change my spreadsheet model. Make graphs from the calculations on my spreadsheet. Sort and filter information. Understand that changing the numerical data effects a calculation.