



Computing School Overview and Progression of Skills
Teach Computing Scheme of Work and Progression Documents Used

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1	Technology around us	Technology around us	Connecting computers	The internet	Sharing information	Communication
Autumn 2	Creating media- digital painting	Digital photography	Animation	Audio editing	Creating media- vector drawing	3D modelling
Spring 1	Creating media- digital writing	Making music	Desktop publishing	Photo editing	Video editing	Web page creation
Spring 2	Grouping data	Pictograms	Branching data bases	Data logging	Flat file data bases	Introduction to spreadsheets
Summer 1	Programming- moving a robot	Robot algorithms	Programming- sounds	Programming- repetition in shapes	Programming- selection in physical computing	Programming- variables in games
Summer 2	Programming- programming animations	Programming quizzes	Programming- events and actions in programmes	Programming- repetition in games	Programming quizzes	Programming- sensing



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