Progression of skills and knowledge	Thrapston Primary School	Whole School Curriculum Plan	Subject - Computing

	Strands					
	Programming	**Computational Thinking**	**Creativity**	**Digital Literacy**	**Communication/ Collaboration**	**Productivity**
	Planning, writing and testing computer programs from digital devices, from floor turtles to tablets	Some of the computer science foundation- particularly algorithms, logical reasoning and decomposing problems into smaller parts	Creating and refining original content using digital tools across a range of media.	Using and understanding the internet, the web and search engines, effectively and safely.	Making the most of computers and the internet for communicating with one of many and working together on projects.	Collecting and analysing data and information using computers, organising, manipulating and presenting this to an audience
	Term 1	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
Nursery	Making things move/work - exploring switches and remote control vehicles	Creating a picture bank/book - Taking pictures with support.	Listening to and identifying pre-recorded sounds.	Finding out about the world - experiencing multimedia presentations. Recognising sources of information.	Creating a digitally enhanced topic display – taking pictures/recording sounds linked to a theme	Classifying – sorting the nursery 'toy box'
Reception	Making things move - developing knowledge and exploring making programmable robots move in chosen directions	Creating scavenger hunts - Taking pictures for clues and recording voice sounds.	Beginner artists - manipulating pictures and exploring art packages to express themselves.	Creating a class resource for a topic - Supported use of the Internet as a means to find information. Creating text to match a picture.	Talking story books – taking pictures and recording reading/sounds for a story	Setting up a safari park – developing sorting and classifying skills
Year 1	Solving problems with programmable toys	Filming the steps of a recipe	Creating digital work inspired by artists	Creating a multimedia eBook about our achievements	Creating sound patterns in	Using data to solve clues
Year 2	Programming on screen	Working out rules for games	Taking, selecting and editing digital images	Researching a topic Internet and presentation	Creating a stop motion animation	Collecting data about bugs
Year 3	Programming an animation	Finding and correcting bugs	Videoing a presentation against a green screen	Creating presentations	Producing a Wikipedia article	Collecting and analysing data
Year 4	Developing a simple game	Coding for micro. Bit	Creating a piece of music	Sharing experiences/opinions Adding pics/text/media	Fusing geometry and art	Presenting the weather
Year 5	Developing an Interactive game	Cracking codes	Creating virtual space	Making sense of the internet building a website	Interactive game using presentation software	Experimenting with virtual and augmented reality
Year 6	Coding and physical computing micro:bit powered modification to a soft toy to make the toy interactive.	Algorithms for searching, sorting, maths	Creating a year book	Dev. Skills for social media	Crate a short advert	Learn artificial intelligence and machine learning Program self-driving care + Ethics of AI