

Computing Progression at Heathfield Academy



At Heathfield Academy, we aim to prepare our learners for their future by giving them the opportunities to gain knowledge and develop skills that will equip them for an ever changing digital world. Our Computing curriculum focuses on a progression of skills in digital literacy, computer science, information technology and online safety to ensure that children become competent in safely using, as well as understanding, technology. Our learning sequence across a half term allows children to learn and develop computing skills and then apply them to a project which links to the wider curriculum learning. It is imperative that each lesson incorporates a safeguarding scenario and a chance for children to develop their digital literacy.



Term & Computing Strand	Topic	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1 Computer science	Coding	Bee bots Human robots Busythings Can create a list of instructions	Busythings J2E – turtle Can I create a list of simple instructions? (algorithm – seeing the sprite move)	Busythings J2E – turtle Can I create a list of more complex instructions? (algorithm – predicting the sprite movements)	Scratch-block coding Can I create a set of rules? (algorithm) (rules e.g. – If statements) Logical reasoning	Scratch-block coding Can I create a complex set of rules? (algorithm) (rules e.g. – If statements) Logical reasoning	Scratch-block coding Can I create a complex set of rules including variables? (algorithm) Logical reasoning	Scratch-block coding Can I create a complex set of rules including variables? (algorithm) Logical reasoning
Autumn 2 Information technology	Digit art	Busy Things – Art Can use simple paint program	J2E –paint Can create digital content	J2E –animation Can create moving digital content	J2E –animation Can plan and create moving digital content with sound	J2E –animation Can plan and create moving digital content with sound	J2E –animation Can plan and create moving digital content with sound and evaluate work working collaboratively	J2E –animation Can plan and create moving digital content with sound and evaluate work working collaboratively
Spring 1 Information technology	Data bases	Busy Things – maths I can sort items into categories	J2E- Charts & Branch Can I create a database independently and sort items by material property.	J2E- Branch Can create a database to compare the suitability of a variety of everyday materials,	J2E- Branch & database Can independently create tables and charts using a database	J2E- Branch & database Can I present a set of data in a number of different ways, using relevant software?	Google Slides & Sheets Create and present data on different planets using a range of software.	Google Slides & Sheets Can I display data in a number of different ways, using relevant software?
Spring 2 Digital literacy Information technology	Word processing and presentations	Busy things – computer literacy Keyboard skills	Google Docs Keyboard skills and formatting text	Google Docs Formatting text and adding images	Google Docs & Google Slides Adding transitions to text and image	Google Docs & Google Slides Adding transitions to text and image	Google Docs & Google Slides Efficient keyboard use	Google Docs & Google Slides Efficient keyboard use
Summer 1 Computer science	Coding	Bee bots Human robots Busy Things – early code Can create a list of instructions	Busythings Can understand what algorithms are.	Scratch-block coding Can create a basic animation through using block coding stems modified to fit topic learning.	Scratch-block coding Can create a game using block coding where the user interacts with the game in different ways.	Scratch-block coding Can create a game using block coding where the user interacts with the game in different ways.	Scratch-block coding Can create a story using block coding where characters interact with each other.	Scratch-block coding Can create a story using block coding where characters interact with each other.
Summer 2 Digital literacy	Photo and video editing	iPad camera Can take photos and videos on devices	Google docs Can edit photos adjusting properties (colour, transparency, brightness)	Google docs Can edit photos adjusting properties (colour, transparency, brightness)	Adobe Spark Can use photos, text and audio to create a presentation	Adobe Spark Can use photos, text and audio to create a presentation	Adobe Spark Can use photos, text, audio and video to create a presentation with transitions	Adobe Spark Can use photos, text, audio and video to create a presentation with transitions