



Bloxwich Academy
'Be The Best You Can Be'

Computing Framework Overview

Overview

This progression map shows the concepts and small steps taught to pupils from Year 1 to Year 6. Computing is mapped across each term and concepts revisited incorporating a spiral approach through retrieval. This to ensure we broaden and deepen pupils' knowledge and they have the chance to use and apply new knowledge. In brackets, after the concept, are the small steps taught for remembering and mastering.

Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	Computing Systems and Networks <i>Technology Around Us</i>	Creating Media <i>Digital Painting</i>	Programming <i>Moving a Robot</i>	Data and Information <i>Grouping Data</i>	Creating Media <i>Digital Writing</i>	Programming <i>Programming Animations</i>
Year 2	Computing Systems and Networks <i>IT Around Us</i>	Creating Media <i>Digital Photography</i>	Programming <i>Robot Algorithms</i>	Data and Information <i>Pictograms</i>	Creating Media <i>Digital Music</i>	Programming <i>Programming Quizzes</i>
Year 3	Computing Systems and Networks <i>Connecting Computers</i>	Creating Media <i>Stop-frame Animation</i>	Programming <i>Sequencing Sounds</i>	Data and Information <i>Branching Databases</i>	Creating Media <i>3D Modelling</i>	Programming <i>Events and Actions in Programs</i>
Year 4	Computing Systems and Networks <i>The Internet</i>	Creating Media <i>Photo Editing</i>	Programming <i>Repetition in Shapes</i>	Creating Media <i>3D Modelling</i>	Data and Information <i>Data Logging</i>	Programming <i>Repetition in Games</i>
Year 5	Computing Systems and Networks <i>Systems and Searching</i>	Creating Media <i>3D Modelling</i>	Programming <i>Selection in Physical Computing</i>	Data and Information <i>Flat-file Databases</i>	Creating Media <i>Video Production</i>	Programming <i>Selection in Quizzes</i>
Year 6	Computing Systems and Networks <i>Communication and Collaboration</i>	Creating Media <i>Web Page Creation</i>	Programming <i>Variables in Games</i>	Data and Information <i>Introduction to Spreadsheets</i>	Programming <i>Sensing Movement</i>	Creating Media <i>3D Modelling</i>