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EYFS	Autumn Term	Spring Term	Summer Term
	Autumn Term - Staying Safe and Understanding Emotions when using technology	**Spring Term - Typing skills, Expressive Arts & Design, Digital Painting + Logic+ mathematics**	**Summer Term - Understanding the world, experiencing wider uses of technology and preparing for Year 1**
	Communication and Language: ● Common Sense Media - how to stay safe. ● Reminders before using technology of what to do if they feel uncomfortable ● Digiduck/ Wise owl (childnet) stories ● IWB that children can access and use. **Personal, Social and Emotional Development:** ● Beebots ● Toy Cars ● Common Sense Media ● Digiduck/ Wise owl (childnet) stories **Online Safety** To create rules for using technology responsibly To be aware that we need passwords to protect our work and will use them with an adult *eg: for teachers to log onto their computers or a passcode for the iPads.* **Digital Wellbeing** To recognise the 'Digital 5 a Day' and give some examples of activities I know who to talk to if I ever feel worried whilst using technology **Best Uses of Technology** To manage a device by correctly closing websites or apps and safely turning on and off. To input commands using the spacebar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet). **Technology around us** To recognise technology that is used at home and in school. Understand what a computer is and the different uses of computers i.e. learning, communicating, finding information, playing games etc. Reception	**Mathematics:** ● Beebots - early coding ● Remote control cars **Expressive Arts and Design:** ● Busy Things- Digital Painting ● Interactive games **Data** To use technology to organise objects into groups (pictogram) To show the value (amount) of objects (data) using technology (Pictogram/JIT/Busy Graph maker) To interpret greater or less from looking at graphs (data) **Digital Painting** To use a computer independently to paint a picture I can undo and redo I can save and retrieve work To explain why I chose the tools I used To compare painting a picture on a computer and on paper **Audio:** To change the way things sound using technology To use technology to listen to different sounds, music and audio books (Press play, pause and stop) **Keyboard Skills** I can use spacebar and backspace To add and remove text on a computer **Mouse Skills** I can use my finger and a mouse to control devices (input) I can select, swipe, hold and drag using my finger. I can left click Example Lesson 1 & Example Lesson 2	**Understanding the World:** ● Camera, chromebooks ● Beebots, remote control vehicles ● Defunct video camera, digital camera, computer, keyboard, mouse, mobile phones **Physical Development:** ● Beebots ● Cars ● Interactive games ● Literacy ● Talking story books ● Digiduck/ Wise owl (childnet) stories **Real Life Algorithms** To understand that instructions need to go in the correct order. If you mix them up then the task will not be completed correctly. *Eg: making toast- you can't butter the bread and then put it into the toaster.* To combine forwards and backwards commands to make a sequence (Creating an algorithm) **Computer Science - Floor Robots** To plan, follow and complete a simple program on a computer or floor robot. To create and read an algorithm (sequence of instructions) To find more than one solution to a problem (Find the fastest/slowest route) **Computer Science - Early Coding (Busy Things/Beebot apps)** To give commands/instructions e.g. forward, backwards, go, stop, when using simple software/hardware Make choices about the buttons/icons to press, touch or click on when using simple software/hardware. **Digital Photography** To take a photo using different forms of technology I know ways to improve a photo (filter/edit/crop)

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Years 1 - 6 Skills Progression Overview Islington Computing Portfolio	Digital Literacy + Online Safety	Information Technology - Multimedia and Digital Writing, Communication & Collaboration	Information Technology - Digital Media - Create, Share, Respond	Information Technology - Data	Computer Science- Coding Unit A	Computer Science- Coding Unit B
Year 1	DL - Common Sense Media (1 per half term) Technology around Us (2 lessons) EoP **End of Unit Goal - Children create poster of different forms of technology and list of rules for using technology**	Digital painting and Digital Writing - Busy Things and JIT (10 lessons - 2 half terms) EoP **End of Unit Goal - Children create 'my family' on busy things - Combine text + painting**	Digital painting and Digital Writing - Busy Things and JIT (10 lessons - 2 half terms) EoP **End of Unit Goal - Children create a piece of text using J2Write (Children save and retrieve work)**	Data - Busy Things (5 Lessons) EoP + EoP Scaffolded - **End of Unit Goal - children create a pictogram**	Unit A Beebots - Moving a Floor Robot EoP + EoP Scaffolded **End of Unit Goal - Children create, read and begin to debug complex algorithm**	Unit B Busy Things - (Early Code) EoP **End of Unit Goal - Complete early coding (helicopter rescue + Path Peril + Busy Code)**
Year 2	DL - Common Sense Media (1 per half term) The different uses of Computers (1 lesson + lesson starters) EoP + EoP Scaffolded - **End of Unit Goal - Recognising what makes a Computer & finding technology around the school**	Multimedia & Digital Writing J2 Write - Including Online research and typing skills (5 lessons +) EoP - EoP Scaffolded **End of Unit Goal - Children create multi page book on J2Mix (Children save and retrieve work)**	Digital Photography (5 lessons) EoP **End of Unit Goal - Children take portrait and landscape photos**	Data – Pictograms (J2Data) (3 Lessons) EoP + EoP Scaffolded **End of Unit Goal -Children create a bar + pie chart on J2Data**	Unit A – JIT turtle - Robot algorithms EoP + EoP Scaffolded **End of Unit Goal - Children create their own algorithms to solve a problem**	Unit B – Scratch Jr - Sequencing Animations - EoP Alternative - Unit B - Code.org - Coding with Scrat Course A EoP **End of Unit Goal - Children create Course A on Code.org**
Year 3	DL - Common Sense Media (1 per half term) Connecting Computers (4 Lessons) EoP **End of Unit Goal - Connected Network safari around the school**	Google Docs (5 lessons) -Including an introduction to Google Classroom EoP **End of Unit Goal - Cross Curricular publication using Google Docs**	J2 Animate (4 Lessons) Including EoP + EoP Scaffolded **End of Unit Goal -Create animation on J2 Animate**	Data and information – Branching database (J2Data- J2Branch) (5 Lessons) EoP + EoP Scaffolded **End of Unit Goal -Children create a simple or advanced branching database**	Unit A – Code.org - Course B EoP **End of Unit Goal - Complete Course B**	Unit B- Sequencing with Scratch Animation EoP + EoP Scaffolded **End of Unit Goal - Children create a monologue using Scratch (Scratch Educator Account Needed)**

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Year 4	DL - Common Sense Media (1 per half term) Computing systems and networks – The Internet (4 Lessons) EoP + Scaffolded EoP **End of Unit Goal - Understand what the internet is and how we are connected e.g. server router/ cables etc.**	Google Slides (4 Lessons) EoP **End of Unit Goal - Cross Curricular publication on Google Slides**	Creating media – Audio editing - Bandlab (6 Lessons) EoP Scaffolded **End of Unit Goal - Children create a podcast linked to their topic**	Data Logging - Micro Bits - (6 Lessons) EoP Scaffolded **End of Unit Goal - Use Data Logging functionality on Microbit to record and analyse data**	Unit A – Multiple Scenes & Dialogue (5 Lessons) EoP **End of Unit Goal - Children create a multiple scene dialogue project on scratch (multiple sprites - telling a joke)**	Unit B - Repetition Scratch shapes - (5 Lessons) EoP **End of Unit Goal - Children spot patterns and create a project using repeat block (count controlled loops) to create shapes**
Year 5	DL - Common Sense Media (1 per half term) History of Computing (5 Lessons)- EoP + EoP Scaffolded **End of Unit Goal - Code Breaking Activities linking to WW2**	Vector Drawing - Google Drawings (4 Lessons) EoP +EoP Scaffolded - **End of Unit Goal - Children create a vector drawing inspired by local area or linked to topic**	iMovie - Camera angles, frames & editing (6 lessons) EoP **End of Unit Goal - Create edit and share a video**	Data and information – J2Database (5 Lessons) EoP + EoP Scaffolded **End of Unit Goal - Complete paper based database & analysis activity sheets**	Unit A – Selection in Quizzes EoP + EoP Scaffolded **End of Unit Goal - Children create a quiz (Scratch Educator Account required)**	Unit B - Scratch-Variables in Games EoP **End of Unit Goal - Children create a basic chase game or maze game with variables (Scratch Educator Account required)**
Year 6	DL - Common Sense Media (1 per half term) Computing systems + Networks (6 Lessons) EoP + EoP Scaffolded **End of Unit Goal -Understand how different search results are ranked**	Creating Web pages - Google Sites - (6 lessons) EoP + EoP Scaffolded **End of Unit Goal - Children create a website linked to topic**	Creating media – 3D Modelling - Tinkercad EoP + EoP Scaffolded **End of Unit Goal - Children create a 3D model - Keyring**	Data and information – Flat-file databases (Excel +Sheets) (6 Lessons) EoP + EoP Scaffolded **End of Unit Goal (If completing Year 6 unit) - Children use basic sum formulas to work out totals**	Unit A – Scratch - Variables in games EoP **End of Unit Goal - Children create a basic or more complex chase game or maze game with variables (based on prior experience)**	Unit B – Sensing - Micro Bit - Step Counter EoP **End of Unit Goal - Children use physical computers (microbit) - name tag + rock paper scissors activity**