



Rushbury C of E Primary School
Computing Progression Overview

Ticklerton Year A

National Curriculum objective	Computing strands	Topics				
		Improving mouse skills	Algorithms unplugged	Online safety	Programming Bee Bots	Introduction to data
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	CS					
Create and debug simple programs	CS					
Use logical reasoning to predict the behaviour of simple programs	CS					
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	DL					
Recognise common uses of information technology beyond school	IT					
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	DL					

Ticklerton Year B

National Curriculum objective	Computing strands	Topics				
		What is a computer?	Algorithms and de-bugging	Online safety	International Space Station	Programming Bee Bots
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	CS					
Create and debug simple programs	CS					
Use logical reasoning to predict the behaviour of simple programs	CS					
Use technology purposefully to create, organise, store, manipulate and retrieve digital content	DL					
Recognise common uses of information technology beyond school	IT					
Use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	DL					

Gretton Year A

National Curriculum objective	Computing strands	Topics				
		Networks and the internet	Programming-Scratch	Online safety	Journey inside a computer	Video trailers
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS					
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS					
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS					
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT					
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT					
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL					

Gretton Year B

National Curriculum objective	Computing strands	Topics				
		Collaborative learning	Further coding with Scratch	Online safety	HTML	Computational thinking
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS					
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS					
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS					
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT					
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT					
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL					

Stanway Year A

National Curriculum objective	Computing strands		Topics			
		Search engines	Programming music	Online safety	Mars Rover 1	Stop Motion animation
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS					
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS					
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS					
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT					
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT					
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL					

Stanway Year B

National Curriculum objective	Computing strands		Topics			
		Bletchley Park	Intro to Python	Online safety	Big Data 1	History of computers
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	CS					
Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	CS					
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	CS					
Understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration	DL IT					
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	DL IT					
Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	CS IT					
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	DL					