

Progression Matrix: Computing



	A1: Digital Literacy	A2: Information Technology	S1: Computer Science	S2: Digital Literacy	Su1: Information Technology	Su2: Computer Science
EYFS	R5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	R9 Talking Technology: Children learn how to take photos, record video/audio, skills to document their own learning. They create a Tech Museum as they get to explore and play with old technology.	R6 Nursery Rhyme Coding: Using the theme of traditional tales, this activity develops computational thinking such as sequencing and promotes core technology skills.	R1 Technology & Me: Children make sense of / explore technology around them. They experience a range of technology/equipment e.g. digital & video cameras, iPads, microscopes and sound recorders.	R3 Animal Safari: Use iPads/tablets to collect information. They learn to open apps, scan QR codes, take photos and recording information in a tally chart e.g. through continuous provision.	R2 Robots: Children focus on computational thinking and coding. They learn new skills and practice giving instructions to complete tasks e.g. through continuous provision.
Y1	Y1.5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	Y1.3 Mini-Beasts: Use technology to classify minibeasts. Children learn about gathering and presenting information. They will then make their own David Attenborough style nature Documentary.	Y1.2 What is a Computer?: To learn about the different parts of a computer/iPad. Learn new skills and tips. They see the inner working of a computer and build their own e.g. through continuous provision.	Y1.1 Modern Tales: Children will learn to navigate the rules of online safety and communication through stories. The children will make animations based on an online situation they may encounter.	Y1.7 News Presenter: Children are news reporters. They get a series of news stories based on popular traditional tales. They will film short clips using green screen before sharing/ saving their work.	Y1.6 My Friend the Robot: Children will learn all about computational thinking and problem solving with a variety of unplugged activities and online coding games.
Y2	Y2.5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	Y2.7 Presentations & Typing: The children learn to use presentation software and develop their keyboard skills.	Y2.6 Making Games: Using Scratch the children will create a hero versus villain game. They will create sprites and learn the basics of using Scratch coding.	Y2.1 Online Buddies: This activity will explore what friendship means online. The children will learn about the do's & don'ts of communicating over the internet.	Y2.3 Story Land: Children write the sequel to popular children's stories. They then create illustrations for their story and record them self reading it in order to create an audiobook to publish online.	Y2.2 Code a Story: Children write a basic story with illustrations. They turn this into an animated story using visual coding. The activity has new concepts such as conditional language, repeat loops/debugging.
Y3	Y3.5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	Y3.7 Be Digitally Awesome: This unit is all about ensuring the children possess core skills with word processing, spreadsheet and presentation apps.	Y3.2 Dancing Robot: To use Scratch Jr's advanced coding blocks to create their own interactive dancing robot game. They learn the skills of critical thinking, problem solving and debugging.	Y3.1 Online Detectives: This activity supports children in mastering the art of advanced internet searching. They will learn new tricks to improve their searches while they try to solve puzzles and challenges.	Y3.3 Rainforests: The children will explore rainforests through new Virtual Reality (VR) apps. They will also use Augmented Reality (AR) to create their own learning games for younger children to play.	Y3.6 Programming with Robots: Robots can be found almost everywhere. The children explore the history of robots and then get to program a robot around a maze.
Y4	Y4.5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	Y4.7 Endangered Animals: Online research skills, create illustrations to raise awareness of endangered animals and do environmental campaigns, make a class film about how making small changes can help.	Y4.2 Hour of Code: The class will sign up for Hour of Code and work through various challenges. The class can also choose to take part in global coding events.	Y4.1 Fake or Real?: Fake news is a serious concern and in this activity children will learn how they can sort the truth from the lies. Making videos to show what they have found out.	Y4.3 Dinosaurs: In this activity the children will make their own summer blockbuster. They will learn all about filming techniques and storytelling skills.	Y4.6 Games Designer: To learn all about the career of games designer. They will play games, write reviews and then design and prototype their own game. Finally they will pitch their game idea to the class.
Y5	Y5.5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	Y5.3 Making AR Games: Children will be introduced to the world of Augmented Reality (AR). They will then be set the task of designing and creating a game that uses AR.	Y5.2 STEAM Challenges: This activity will pit teams in a series of creative STEAM challenges. They will tackle code, maths, art, DT and lots of problem solving.	Y5.1 YouTuber: In this activity children will learn about what being a "YouTuber" means, the positives and negatives, safety tips and they will create their own vlog.	Y5.7 Binary Messages: Introduces and explains what Binary Code is and how it's used. They then challenge each other to solve word problems by using binary code.	Y5.14 Web Designer: Children learn about the history of the web, basic HTML, how to create their own graphics and how to publish their own website.
Y6	Y6.5 My Online Life: This activity takes place over the course of the term. It covers all the DFE statutory requirements for digital literacy and online safety.	Y6.3 VR Worlds: Children explore Virtual Reality (VR) and how it can be used in the classroom. They also build their own VR world.	Y6. 2 Chicken Run Crossy Roads: Children will create their own version of the popular app Crossy Roads using visual coding. They learn about decomposition and how to evaluate games.	Y6.1 Online Safety Dilemmas: Children become online safety ambassadors. They get modern day Dilemmas and produce a series of "what to do" videos to explain how to cope online.	Y6.7 Money: Children explore money, stocks and shares through a series of challenges/games. Creating a spreadsheet and a digital book to explain the importance of understanding how money works.	Y6.6 Coding Playground: Introduce text-based programming and how apps are made. They complete self paced programming challenges and can explore connecting programmable toys/drones.

