

Federation of St. Cuthbert's and St. Sebastian's Catholic Primary Schools



COMPUTING PROGRESSION MAP

Year 4				
	AUTUMN TERM:	SPRING TERM:	SUMMER TERM:	
	Game Development [1] Editing & Writing HTML [2]	Producing Digital Music [1] Creating Digital Toys [2]	Presenting Information on the Internet [1] Networks [2]	
Domain	Progression Statement			
Computer Science	Problem Solving: Designs, writes and debugs programs of increasing complexity that control or simulate physical systems. Programming: Has an understanding of how sequencing, using inputs and repetition in programs has specific effects on the output, works with 'loops' and understands their effect. Logical thinking: Uses logical reasoning to explain how simple algorithms work with improved language. Can apply their understanding of logical reasoning, predicting the behaviour of simple programs, answering questions like, 'What if?'	Problem Solving: Decomposes problems into smaller parts with some verbal reasoning. Programming: Uses controlled sequencing, inputs and repetition in programs and understands their effects on the output. Logical thinking: Uses logical reasoning to detect and correct errors in simple algorithms and programs.		
	Creating content:	Creating content:	Creating content:	
Information Technology	 Selects, uses and combines a variety of software on a range of digital devices for a variety of different purposes. Uses technology purposefully to create and manipulate digital content for different purposes. Searching: 	 Selects, uses and combines a variety of software on a range of digital devices for a variety of different purposes. Shows an awareness of the audience when selecting, using and combining software for a particular purpose. Chooses different layouts and effects such as text box, columns, tables, justification, 	 Shows an awareness of the audience when selecting, using and combining software for a particular purpose. Chooses different layouts and effects such as text box, columns, tables, justification, borders, background colour etc. to refine and improve my work. Searching: 	

	 Uses simple strategies to increase the accuracy of their keyword searches. Is beginning to compare the number and kinds of sites obtained through searches. 	borders, background colour etc. to refine and improve my work. Searching: Uses strategies to increase the accuracy of their keyword searches. Is beginning to compare the number and kinds of sites obtained through searches. Beginning to make inferences about their use of various strategies.	 Uses strategies to increase the accuracy of their keyword searches. Beginning to make inferences about their use of various strategies, shows a deeper understanding over time.
Digital Literacy	 E-Safety: Uses technology safely, respectfully and responsibly. Recognises acceptable/unacceptable behaviour. Knows a range of ways to report concerns and inappropriate behaviour. Shows awareness of the SMART rules. Has an awareness of their digital footprint, that what they do on the internet stays there. Using IT Beyond School: Is responsible to and respectful of their offline and online communities. 	 E-Safety: Uses technology safely, respectfully and responsibly. Recognises acceptable/unacceptable behaviour. Knows a range of ways to report concerns and inappropriate behaviour. Shows awareness of the SMART rules. Has an awareness of their digital footprint, that what they do on the internet stays there Talks about ways to protect themselves and their friends on digital devices and technology. Is aware that what they post online can be seen by others. Using IT Beyond School: Is aware and thinks carefully about the information they share online. 	 E-Safety: Explores opportunities that networks offer for communication and collaboration between themselves and others. Shows awareness of the SMART rules. Talks about ways to protect themselves and their friends on digital devices and technology. Is aware that what they post online can be seen by others. Appreciates the need to ask a trusted adult before downloading files and games from the Internet. Has an awareness of their digital footprint, that what they do on the internet stays there. Is aware of age restrictions for sites and apps. Shows an understanding of how to create secure passwords. Using IT Beyond School: Makes the correct choices when faced with malicious communications that make them feel upset and hurt.

Year group long-term overview (with statutory requirements) and subject progression map (above) to be used together to inform medium term planning.