

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



COMPUTING PROGRESSION MAP

Year 4				
	AUTUMN TERM:	SPRING TERM:	SUMMER TERM:	
	Developing a Game [1] HTML [2]	Producing Digital Music [1] Creating Digital Toys [2]	Networks [1] Repetition [2]	
Domain	Progression Statement			
Computer Science	Problem Solving: Designs, writes and debugs programs of increasing complexity that control or simulate physical systems. Decomposes problems into smaller parts with some verbal reasoning. 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. Uses controlled sequencing, inputs and repetition in programs and understands their effects on the output. 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?'			
Information Technology	Creating content: 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. 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. Beginning to make inferences about their use of various strategies.			
Digital Literacy	 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. 			

o Appreciates the need to ask a trusted adult before downloading files and games from the Internet.	
o 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.	
o 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.