



COMPUTING PROGRESSION MAP

Year 5			
	AUTUMN TERM:	SPRING TERM:	SUMMER TERM:
	Programming a Game [1] Communicating Information Securely [2]	Creating Digital Art [1] Creating Databases [2]	Spreadsheets [1] 3D Modelling [2]
Domain	Progression Statement		
Computer Science	<p>Problem Solving:</p> <ul style="list-style-type: none"> ○ Decomposes more open-ended problems into smaller parts, provides some reasoning for their choices. <p>Programming:</p> <ul style="list-style-type: none"> ○ Understands the importance of how to refine a procedures using repeat commands to improve a program. ○ Represent an algorithm symbolically (e.g. as a flow chart) to plan a procedure. ○ Uses controlled sequencing, inputs and repetition in programs and understands their effects on the output. <p>Logical Thinking:</p> <ul style="list-style-type: none"> ○ Uses logical reasoning to explain how multiple algorithms work within a program, with confidence. ○ Uses logical reasoning to detect and correct errors in simple algorithms and programs. 		
Information Technology	<p>Creating Content:</p> <ul style="list-style-type: none"> ○ Selects, uses and combines the appropriate technology tools to create effects that will have an impact on others. ○ Reviews and improves work, supports others to improve theirs. ○ Uses text, photo, sound and video editing tools to refine work. ○ Uses a spreadsheet and database to collect and record data. ○ Choses an appropriate tool to collect data, then presents it in an appropriate way. ○ Searches databases using different operators to refine my search. ○ Identifies errors in Data. <p>Searching:</p> <ul style="list-style-type: none"> ○ Uses simple strategies to increase the accuracy of their keyword searches. ○ Is beginning to compare the number and kinds of sites obtained through searches. ○ Makes inferences about their use of various strategies with a deeper understanding. ○ Understands that some sites maybe biased e.g. newspapers with political stance. <p>Use the internet to productively search for information and resources to support work in other subjects.</p>		
Digital Literacy	<p>E-Safety:</p>		

- Uses technology safely, respectfully and responsibly.
- Knows the importance of protecting passwords and other personal information (encryption).
- 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.
- Can discuss the importance of choosing an age- appropriate website or game.
- Can explain the need to protect computers or device from harm.

Using IT Beyond School:

- Is responsible to and respectful of their offline and online communities.
 - Communicates appropriately within and via messaging services and apps.
 - Identifies the features and implications of malicious communications.
 - Shows awareness of the hidden costs of app usage and in-app purchasing.
 - Is aware that apps and games have privacy settings.
- Has a growing appreciation of the dangers of spending too long online or playing a games.

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