

EYFS

recognise that a range of technology is used in places such as homes and schools [and] select and use technology for particular purposes

Year 1

Moving a Robot

iPad Introduction Online Safety

Grouping Data

Digital Painting

Introduction to Animation

Year 2

Online Safety Robot Algorithms

Making Music

Year 3

IT Around Us Introduction to Quizzes

Pictograms

Online Safety

Branching Databases

Animation

Sequence in Music

Connecting Computers

Events and Actions

Years 4 - 6 you will continue to build on the skills and knowledge that you have developed throughout Years 1, 2 and 3.

Computing Roadmap to Success

Year  
3

Online  
Safety

Branching  
Databases

Animation

Sequence  
in  
Music

Connecting  
Computers

Events  
and  
Actions

Year  
4

Repetition  
in Shapes

Audio  
Editing

Online  
Safety

Data  
Logging

Repetition  
in Games

The  
Internet

Year  
5

Online  
Safety

Spheros -  
Bridge  
Challenge

Flat-file  
Databases

Vector  
Drawing

Year  
6

Spreadsheets

Variables  
in Games

Selection  
in  
Quizzes

Sharing  
Information

Online  
Safety

Sensing

Internet  
Communication

End of  
Year  
Project

Year  
7

In Year 7  
you need  
to...

# Computing Roadmap to Success

understand and apply the fundamental principles and concepts of computer science.

analyse problems in computational terms, and experience writing computer programs in order to solve problems

evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems

be responsible, competent, confident and creative users of information and communication technology.