



# Progression & Coverage

Year	National Curriculum Strand								Progression Colourway Year 1-6
	Computer Science		Information Technology		Digital Literacy		eSafety		
	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work		Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies		Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts		
One	<b>iAlgorithm</b>	<b>NC Objectives</b>	<b>iModel</b>	<b>NC Objectives</b>	<b>iWrite</b>	<b>NC Objectives</b>	<b>iSafe</b>	<b>NC Objectives</b>	
	Giving & following instructions	<ul style="list-style-type: none"> <li>understand what algorithms are; how they are implemented as programs on digital devices</li> <li>understand that programs execute by following precise and unambiguous instructions</li> <li>use logical reasoning to predict the behaviour of simple programs</li> <li>create and debug simple programs</li> </ul>	Computer Modelling	<ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	Creating digital text	<ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information technology beyond school</li> </ul>	Staying safe online	<ul style="list-style-type: none"> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> <li>recognise common uses of information technology beyond school</li> </ul>	
	<b>iProgram</b>	<ul style="list-style-type: none"> <li>understand that programs execute by following precise and unambiguous instructions</li> <li>use logical reasoning to predict the behaviour of simple programs</li> <li>create and debug simple programs</li> <li>recognise common uses of information technology beyond school</li> </ul>	<b>iData</b>	<b>NC Objectives</b>	<b>iDraw</b>	<b>NC Objectives</b>			
	Creating animations		Learning how data can be represented	<ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	Creating digital art	<ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information technology beyond school</li> </ul>			
	<b>iDraw</b>		<b>NC Objectives</b>						
			Creating digital art	<ul style="list-style-type: none"> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>					

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One	iLearnAI	NC Objectives							
	Introduction to Artificial Intelligence	<ul style="list-style-type: none"> <li>recognise common uses of information technology beyond school</li> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>							

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Two	iProgram	NC Objectives	iDo Mail	NC Objectives	iPub	NC Objectives	iSafe	NC Objectives	
	<b>Creating animations</b> <ul style="list-style-type: none"> <li>understand that programs execute by following precise and unambiguous instructions</li> <li>use logical reasoning to predict the behaviour of simple programs</li> <li>create and debug simple programs</li> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<ul style="list-style-type: none"> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information technology beyond school</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	<b>Learning about email</b>	<ul style="list-style-type: none"> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information technology beyond school</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	<b>Creating eBooks</b>	<ul style="list-style-type: none"> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	<b>Staying safe online</b>	<ul style="list-style-type: none"> <li>Staying safe online</li> <li>recognise common uses of information technology beyond school</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	

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Two	iSearch	NC Objectives	iAnimate	NC Objectives	iBlog	NC Objectives	
	Finding things out online	<ul style="list-style-type: none"> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	Creating animations	<ul style="list-style-type: none"> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	Writing and responding with blogging	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	

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Three	<b>iProgram</b>	<b>NC Objectives</b>	<b>iSimulate</b>	<b>NC Objectives</b>	<b>iConnect</b>	<b>NC Objectives</b>	<b>iSafe</b>  Staying safe online	<b>NC Objectives</b>	
	Games animation & development	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>	Exploring computer simulations	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	Internet, Searching & the WWW	<ul style="list-style-type: none"> <li>understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> </ul>			<ul style="list-style-type: none"> <li>be discerning in evaluating digital content</li> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>
	<b>iNetwork</b>	<b>NC Objectives</b>	<b>iData</b>	<b>NC Objectives</b>	<b>iPodcast</b>	<b>NC Objectives</b>			
	Introducing networks	<ul style="list-style-type: none"> <li>understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> </ul>	Introducing databases	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	Editing audio	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>			



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Four	iProgram (#1)	NC Objectives	iMail	NC Objectives	iAnimate	NC Objectives	iSafe	NC Objectives	
	Scratch programming — Programming shapes	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> </ul>	Working together with email	<ul style="list-style-type: none"> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	Introduction to computer animation	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	Staying safe online and being responsible digital citizens	<ul style="list-style-type: none"> <li>understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	
	iLearn AI	<ul style="list-style-type: none"> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	iData	NC Objectives					
	Artificial Intelligence & Machine Learning		Data representation	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>					
			iPhotoEdit	NC Objectives					
			Digitally altering images	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>					

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Five	iProgram	NC Objectives	iWeb	NC Objectives	iProgram	NC Objectives	iSafe	NC Objectives	
	Developing multi-level games	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Creating web content	<ul style="list-style-type: none"> <li>understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</li> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> </ul>	Designing and developing computer games	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Staying safe online and being responsible digital citizens	<ul style="list-style-type: none"> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	

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Five	iCrypto Data & Cryptography	NC Objectives • use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	iModel 3D graphical modelling	NC Objectives • select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	iEditVideo Editing Video	NC Objectives • select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	
			iDraw	NC Objectives			
			Graphical drawing	• select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals			



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Six	iProgram * 2	NC Objectives	iNetwork	NC Objectives	iApp	NC Objectives	iSafe	NC Objectives	
	<b>Designing and developing programs</b>  <b>Developing 3D animations</b>	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	<b>Networks, Data HTML &amp; CSS</b>	<ul style="list-style-type: none"> <li>understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</li> </ul>	<b>Developing apps</b>	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	<b>Staying safe online and being responsible digital citizens</b>	<ul style="list-style-type: none"> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	

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Six	<b>iApp</b>	<b>NC Objectives</b>	<b>iData</b>	<b>NC Objectives</b>	
	Developing apps	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Spreadsheets	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	
			iModel	<b>NC Objectives</b>	
		3D graphical modelling	<ul style="list-style-type: none"> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>		

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SiX	iLearnAI	NC Objectives			
	<b>Artificial Intelligence</b>	<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> </ul>			
		<ul style="list-style-type: none"> <li></li> </ul>			

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Six	iMicrobit	NC Objectives				
		<ul style="list-style-type: none"> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>				

