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EYFS	Autumn Term	Spring Term	Summer Term
[EYFS Experiences - Around Early Learning Goals] [EYFS Continuous Provision] [Digital Citizenship - Common Sense Education] [EYFS Experiences]	**Autumn Term - Staying Safe and Understanding Emotions when using technology**	**Spring Term - Typing skills, Expressive Arts & Design, Digital Painting + Logic+ mathematics**	**Summer Term - Understanding the world, experiencing wider uses of technology and preparing for Year 1**
	Communication and Language: ● Common Sense Media - how to stay safe. ● Reminders before using technology of what to do if they feel uncomfortable ● Digiduck/ Wise owl (childnet) stories ● IWB that children can access and use. **Personal, Social and Emotional Development:** ● Beebots ● Toy Cars ● Common Sense Media ● Digiduck/ Wise owl (childnet) stories **Online Safety** To create rules for using technology responsibly To be aware that we need passwords to protect our work and will use them with an adult *eg: for teachers to log onto their computers or a passcode for the iPads.* **Digital Wellbeing** To recognise the 'Digital 5 a Day' and give some examples of activities I know who to talk to if I ever feel worried whilst using technology **Best Uses of Technology** To manage a device by correctly closing websites or apps and safely turning on and off. To input commands using the spacebar, backspace, enter, letters and numbers on a keyboard on any device (including on a tablet). **Technology around us** To recognise technology that is used at home and in school. Understand what a computer is and the different uses of computers i.e. learning, communicating, finding information, playing games etc. Reception	**Mathematics:** ● Beebots - early coding ● Remote control cars **Expressive Arts and Design:** ● Busy Things- Digital Painting ● Interactive games **Data** To use technology to organise objects into groups (pictogram) To show the value (amount) of objects (data) using technology (Pictogram/JIT/Busy Graph maker) To interpret greater or less from looking at graphs (data) **Digital Painting** To use a computer independently to paint a picture I can undo and redo I can save and retrieve work To explain why I chose the tools I used To compare painting a picture on a computer and on paper **Audio:** To change the way things sound using technology To use technology to listen to different sounds, music and audio books (Press play, pause and stop) **Keyboard Skills** I can use spacebar and backspace To add and remove text on a computer **Mouse Skills** I can use my finger and a mouse to control devices (input) I can select, swipe, hold and drag using my finger. I can left click Example Lesson 1 & Example Lesson 2	**Understanding the World:** ● Camera, chromebooks ● Beebots, remote control vehicles ● Defunct video camera, digital camera, computer, keyboard, mouse, mobile phones **Physical Development:** ● Beebots ● Cars ● Interactive games ● Literacy ● Talking story books ● Digiduck/ Wise owl (childnet) stories **Real Life Algorithms** To understand that instructions need to go in the correct order. If you mix them up then the task will not be completed correctly. *Eg: making toast- you can't butter the bread and then put it into the toaster.* To combine forwards and backwards commands to make a sequence (Creating an algorithm) **Computer Science - Floor Robots** To plan, follow and complete a simple program on a computer or floor robot. To create and read an algorithm (sequence of instructions) To find more than one solution to a problem (Find the fastest/slowest route) **Computer Science - Early Coding (Busy Things/Beebot apps)** To give commands/instructions e.g. forward, backwards, go, stop, when using simple software/hardware Make choices about the buttons/icons to press, touch or click on when using simple software/hardware. **Digital Photography** To take a photo using different forms of technology I know ways to improve a photo (filter/edit/crop)

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Years 1 - 6 Skills Progression Overview Islington Computing Portfolio	Digital Literacy + Online Safety	Information Technology - Multimedia and Digital Writing, Communication & Collaboration	Information Technology - Digital Media - Create, Share, Respond	Information Technology - Data	Computer Science- Coding Unit A	Computer Science- Coding Unit B
Year 1 **Weekly Overview**	DL - Common Sense Media (1 per half term) Technology around Us (2 lessons) EoP **End of Unit Goal - Children create poster of different forms of technology and list of rules for using technology**	Digital painting and Digital Writing - Busy Things and JIT (10 lessons - 2 half terms) EoP **End of Unit Goal - Children create 'my family' on busy things - Combine text + painting**	Digital painting and Digital Writing - Busy Things and JIT (10 lessons - 2 half terms) EoP **End of Unit Goal - Children create a piece of text using J2Write (Children save and retrieve work)**	Data - Busy Things (5 Lessons) EoP + EoP Scaffolded - **End of Unit Goal - children create a pictogram**	Unit A Beebots - Moving a Floor Robot EoP + EoP Scaffolded **End of Unit Goal - Children create, read and begin to debug complex algorithm**	Unit B Busy Things - (Early Code) EoP **End of Unit Goal - Complete early coding (helicopter rescue + Path Peril + Busy Code)**
Year 2 **Weekly Overview**	DL - Common Sense Media (1 per half term) The different uses of Computers (1 lesson + lesson starters) EoP + EoP Scaffolded - **End of Unit Goal - Recognising what makes a Computer & finding technology around the school**	Multimedia & Digital Writing J2 Write - Including Online research and typing skills (5 lessons +) EoP - EoP Scaffolded **End of Unit Goal - Children create multi page book on J2Mix (Children save and retrieve work)**	Digital Photography (5 lessons) EoP **End of Unit Goal - Children take portrait and landscape photos**	Data – Pictograms (J2Data) (3 Lessons) EoP + EoP Scaffolded **End of Unit Goal -Children create a bar + pie chart on J2Data**	Unit A – JIT turtle - Robot algorithms EoP + EoP Scaffolded **End of Unit Goal - Children create their own algorithms to solve a problem**	Unit B – Scratch Jr - Sequencing Animations - App Scratch Jr - Sequencing Animations - Web Browser EoP Alternative - Unit B - Code.org - Coding with Scrat Course A EoP **End of Unit Goal - Children create Course A on Code.org**
Year 3 **Weekly Overview**	DL - Common Sense Media (1 per half term) Connecting Computers (4 Lessons) EoP **End of Unit Goal - Connected Network safari around the school**	Google Docs (5 lessons) -Including an introduction to Google Classroom EoP **End of Unit Goal - Cross Curricular publication using Google Docs**	J2 Animate (4 Lessons) Including EoP + EoP Scaffolded Creating media – Desktop publishing + Blogging (J25) EoP **End of Unit Goal -Create animation on J2 Animate**	Data and information – Branching database (J2Data- J2Branch) (5 Lessons) EoP + EoP Scaffolded **End of Unit Goal -Children create a simple or advanced branching**	Unit A – Code.org - Course B EoP **End of Unit Goal - Complete Course B**	Unit B- Sequencing with Scratch Animation EoP + EoP Scaffolded **End of Unit Goal - Children create a monologue using Scratch (Scratch Educator Account Needed)**

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				database		
Year 4 **Weekly Overview**	DL - Common Sense Media (1 per half term) Computing systems and networks – The Internet (4 Lessons) EoP + Scaffolded EoP **End of Unit Goal - Understand what the internet is and how we are connected e.g. server router/ cables etc.**	Google Slides (4 Lessons) -Including an introduction to Google Classroom (Joining a class, setting and responding to assignments, self-assessment + feedback) EoP **End of Unit Goal - Cross Curricular publication on Google Slides**	Creating media – Audio editing - Bandlab (6 Lessons) EoP Scaffolded ***Recently Updated*** Alternative: Creating media – Audio editing - Audacity (6 Lessons) EoP **End of Unit Goal - Children create a podcast linked to their topic**	Data Logging - Micro Bits - (6 Lessons) EoP Scaffolded ***Recently Updated*** Alternative- Arduino Science Journal - (6 Lessons) EoP **End of Unit Goal - Use Data Logging functionality on Microbit to record and analyse data**	Unit A – Multiple Scenes & Dialogue (5 Lessons) EoP **End of Unit Goal - Children create a multiple scene dialogue project on scratch (multiple sprites - telling a joke)**	Unit B - Repetition Scratch shapes - (5 Lessons) EoP **End of Unit Goal - Children spot patterns and create a project using repeat block (count controlled loops) to create shapes**
Year 5 **Weekly Overview**	DL - Common Sense Media (1 per half term) History of Computing (5 Lessons)- EoP + EoP Scaffolded **End of Unit Goal - Code Breaking Activities linking to WW2**	Vector Drawing - Google Drawings (4 Lessons) EoP +EoP Scaffolded - **End of Unit Goal - Children create a vector drawing inspired by local area or linked to topic**	iMovie - Camera angles, frames & editing (6 lessons) EoP **End of Unit Goal - Create edit and share a video**	Data and information – J2Database (5 Lessons) EoP + EoP Scaffolded **End of Unit Goal - Complete paper based database & analysis activity sheets**	Unit A – Selection in Quizzes EoP + EoP Scaffolded **End of Unit Goal - Children create a quiz (Scratch Educator Account required)**	Unit B - Scratch-Variables in Games EoP **End of Unit Goal - Children create a basic chase game or maze game with variables (Scratch Educator Account required)**
Year 6 **Weekly Overview**	DL - Common Sense Media (1 per half term) Computing systems + Networks (6 Lessons) EoP + EoP Scaffolded **End of Unit Goal -Understand how different search results are ranked**	Creating Web pages - Google Sites - (6 lessons) EoP + EoP Scaffolded **End of Unit Goal - Children create a website linked to topic**	Creating media – 3D Modelling - Tinkercad EoP + EoP Scaffolded **End of Unit Goal - Children create a 3D model - Keyring**	Data and information – Flat-file databases (Excel +Sheets) (6 Lessons) EoP + EoP Scaffolded **End of Unit Goal (If completing Year 6 unit) - Children use basic sum formulas to work out totals**	Unit A – Scratch - Variables in games EoP **End of Unit Goal - Children create a basic or more complex chase game or maze game with variables (based on prior experience)**	Unit B – Sensing - Micro Bit - Step Counter EoP **End of Unit Goal - Children use physical computers (microbit) - name tag + rock paper scissors activity**

Evidence of Progress (EoP)
Each of the above units now has a corresponding learning journey or evidence of progress document. They have been created to support the collection of evidence about the progress made by pupils in each unit of work. Questions relate to key concepts, or understanding which underlie the learning in each lesson. Teachers are advised to read the key question in advance and ensure that the content is made clear and is explicitly covered in the lesson, so pupils can answer correctly at the end of each lesson. We expect pupils not to be able to correctly answer the questions at the start of each lesson, but it is important to encourage pupils to use common sense and try to make educated guesses when answering at the beginning of the lesson. They can then build up or improve their answers at the end, after the lesson.

We recommend that in KS1 and year 3 the EoP sheet for each unit should be printed at the start of the unit and handed back to pupils at the start of each lesson. (though in some units, certain mostly practical lessons do not require the completion of the EoP question). From years 4 to 6 the EoP can be posted (and re-posted every week after that) in Google Classroom, so pupils can answer questions at the beginning and the end of each lesson online. Alternatively, the EoP can be printed and handed back to pupils each week, like it is suggested for KS1 and year 3.

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