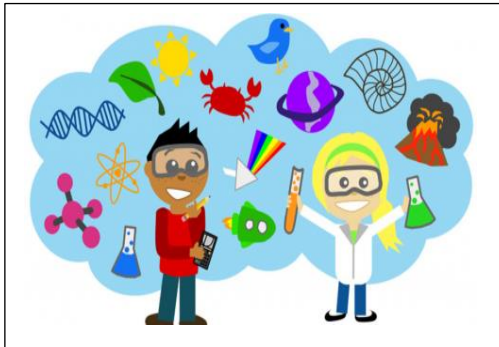# English Martyrs Catholic Voluntary Academy

We grow and learn, with the gifts we have been given, following in the footsteps of Jesus.

Computing Progression Map

Intent: Following the national curriculum for Computing our intent is that all our children: -

Head

- Learn a wide range of fundamental skills, knowledge and understanding about computers and technology.
- Learn and have opportunities to discuss the benefits of ICT but are also aware of the risks.
- Be taught the principles of information and computation and how digital systems work

Heart

- Foster curiosity and thirst to find out about new technology and programs.
- Foster a love of learning new knowledge and skills which builds on their previous learning.
- To have a clear understanding of how to stay safe whilst being part of a digital world and have the courage and confidence to know what to do if they feel uncomfortable about something online.
- To be a digital citizen by showing our virtues of respect, patience, kindness and forgiveness.
- To show perseverance when they identify a problem and begin 'debugging'.

Hand

- To be able to participate effectively and safely in a digital world inside and outside of school.
- Have opportunities to be confident, creative and independent learners whilst developing their computing skills.
- Have opportunities to put their knowledge to use through programming.
- Will be well equipped with the knowledge to prepare them for now and a future in an environment which is shaped by technology.
- Understand that computing is essential to everyday life in relations to next steps of learning or future jobs.

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At English Martyrs we follow the National Curriculum for Computing.							
2022 - 2023	**EYFS**	**Year 1**	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
Advent 1- Computer science/digital literacy	Technology (To access and use different technologies)	Technology around us	Information technology around us	Connecting computers	The internet	Sharing information	Communication
Advent 2							
Lent 1 **Safer Internet day** Information technology	Information technology	Digital photography	Digital writing			Video editing	Web page creation
Lent 2				Desktop publishing	Audio editing		
Pentecost 1							
Pentecost 2 Computer science	Moving a robot BeeBots	Programming animations	Robot Algorithm (two lessons) before moving on to Introduction to quizzes	Events and actions	Repetition in coding	Selection in coding	Sensing and variables in coding.