Computing Coverage & Progression

Aim	Pupils should understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation. They should analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. They should evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems. They should be responsible, competent, confident and creative users of information and communication technology					
	Year 1	**Year 2**	**Year 3**	**Year 4**	**Year 5**	**Year 6**
Advent	eSafety Let's create *Strand- eWorlds and Create*	eSafety Getting creative *Strand- eWorlds and Create*	eSafety Keeping informed *Strand- information and eWorlds*	eSafety Accuracy counts *Strand- Information and digital research*	eSafety Data Matters *Strand- Information and digital research*	eSafety Staying connected *Strand- Digital research and digital communication*
Lent	Visual Information *Strand- Information*	Starting research *Strand- Information and digital research*	Bringing images to life *Strand- eWorlds and Create*	Developing communication *Strand- Create and eWorlds*	Robotics and systems *Strand- eWorlds*	Information models *Strand- information and eWorlds*
Pentecost	Discovering programming *Strand- eWorlds*	Messages and Virtual worlds *Strand- Digital communications and eWorlds*	Programming and games *Strand- eWorlds*	Authoring *Strand- Create*	Sound works *Strand- eWorlds and Create*	Morphing images *Strand- eWorlds and Create*