

Fakenham Junior School – Computing Progression Map

Year 3		
Unit: Online Safety – Word Processing		
Links to Prior Learning	Objectives - Knowledge and Skills	Key Vocabulary
Yr1 (K) Explain the SMART rules, save images, type with both hands	(S) Create a secure password. (S) Use basic computer skills such as: mouse control, keyboard control (S) Create a document with different font, text size and alignment. (S) Use bullets and numbering within a document. (S) Use simple short cuts eg : ctrl-c, ctrl-v. (S) Take a screenshot and embed in a separate document (S) Snip, copy and paste images. (K) Understand why a document’s presentation is good. (K) understand why a password is safe.	Keyboard, typing, save, folder, shift, caps lock, space bar, edit, back space, delete, arrow keys, undo, redo, select, window, minimise, screen shot, snipping tool, shortcut.
Unit: Internet Research & Communication		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr1 (S) Use a web browser, save to a folder	(K) Understand how word order affects search results. (S) Show how word order affects search results using examples. (S) Bookmark a website to return to later. (S) Save a URL to a folder to share. (K) Understand why I have to work safely online. (S) Explain, with examples, how to work safely online.	Web page, search engine, social media, link, Internet, world wide web, result, browser, email, attachment, URL.
Unit: Drawing and Desktop Presentation		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr2 (S) Manipulate objects, alter colour.	(S) Draw with different lines and shapes. (S) Order and manipulate shapes. (S) Order and group objects (S) Manipulate shapes and lines. (S) Combine text and images effectively. (K) Recognise an effective layout.	Text, text-box, format, image, photograph, wrap text, aspect ratio, layout, background, outline, font
Unit: Programming and Turtle Logo/Scratch		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr2 Write a simple algorithm	(K) Describe what an algorithm is. (S) Write and debug algorithms that: draw regular polygons; draw shapes and draw patterns.	Algorithm, instructions, commands, forward, left, right, move, turn, clear screen, variable, pen up, pen down.
Unit: Presentation Skills		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr2 (K) Explain what a slide is. Yr2 (S) Add images to a document	(K) Understand what a branching story is and explain the features. (S) Plan a simple branching story.	Theme, transition, animation, slide, link, file format, hyperLink, button, shape, action setting, audio, video, embed, branching story, text, text box, title, colour

	(S) Create slide templates and link them using hyperlinks. (S) Add themes, transitions and animations to a slide. (S) Record audio on the computer and embed it into a slide. (K) Know what makes a slide/slide show effective and can explain this using examples.	
Unit: Using & Applying		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
	To be decided by year group	Research, plan, design, layout, evaluate, group, team, roles, images, photos, import, copy, paste, present.
Year 4		
Unit: Online Safety		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (K) Explain appropriate content. Yr3 (S) Use passwords safely. Yr3 (K) Explain who to talk to if worried	(K) Explain why other people may be hurt by messages or online comments. (K) Explain how to respond to a hurtful message or online comment. (S) Edit my own messages to make sure I am not being unkind. (S) Choose an appropriate number of words to improve the accuracy of my results when searching online. (K) Explain plagiarism and why it is wrong. (S) Use citations accurately.	On line, cyber bullying, e-safety, safety, message, plagiarism, citation, social media, profile, account, private, public, digital citizen, responsibility, community, personal information, share, permission.
Unit: Scratch Questions and Quizzes		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (K) Explain what an algorithm is. Yr3(S) Write and debug a simple algorithm.	(S) Compare quizzes and identify the pros, and cons of their design. (S) Break a problem down into smaller parts. (S) Write and debug a program using the sequence, selection and repetition commands. (S) Alter the characteristics of a sprite, background and sound effects. (S) Construct a scoring system. (S) Evaluate the effectiveness of my program	Sprite, backdrop, decomposition, programming, sound, costume, opening, algorithm, upload, quiz, variable, blocks, effects, scratch library
Unit: Word Processing		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Understand how to change font type and size. Insert simple images.	(S) Create a document to include formatted images and tables. (S) Embed hyperlinks. (K) Evaluate the effectiveness of a document and suggest improvements.	Hyperlink, insert, toolbar, spellcheck, cell, shading, table, column, row
Unit: Photo Stories		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Manipulate shapes and lines Yr3 (S) Record and embed audio	(K) Know the features of a comic strip. (S) Create a comic book strip layout in PowerPoint.	Animation, transition, credits, sequence, audio

	(S) I Edit and enhance photos and text for presentation. (S) Arrange and layer objects including, titles, objects and backgrounds. (S) Evaluate the effectiveness of a comic using examples. (S) Add and arrange photos to a movie presentation with animation effects. (S) Add an audio soundtrack and text captions to a sequence. (S) Add titles and credits to turn a movie file into a complete movie project. (K) Explain how effective a short film is using examples.	
Unit: Animation		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Manipulate shapes and lines Yr3 (S) Record and embed audio	(K) Describe early forms of animations. (K) Understand how computers have made a difference to film making. (S) Create a simple 2d stick man animation, extending to multiple characters against a background. (S) Alter the frame rate and timing of an animation using a time slider. (S) Create a short stop go animation. (K) Evaluate stop go animation apps. (K) Explain why an animation is effective, using examples .	Frame rate, play, stop, record, onion skinning, thaumotrope, zoetrope, animate, flip book, animation, zoopraxiscope, frame, stereo scope, loop, still image, backdrop, analyse, evaluate, stop go, stop frame.
Unit: Using and Applying Skills		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
	To be decided by year group	
Year 5		
Unit: Online Safety & Game Developers		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (K) Explain what an algorithm is. Yr3(S) Write and debug a simple algorithm. Yr4 (S) Change sprites, background and audio.	(K) Explain why a simple Scratch game is effective and give examples. (S) Design and program a simple maze game. (S) Design an original character/background for a maze game. (S) Add features such as: audio, movement and speech bubbles to enhance game play.	
Unit: Radio Station Podcasts 2020 2021 -moved to summer 2021 due to covid and the need to work in groups		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3(S) Accurately use the features of a search engine and bookmark URLs Yr3 (S) Record audio. Yr4 (K) Evaluate digital media	(K) Explain what a podcast is and where to find them online. (K) Evaluate a podcast and explain my thoughts. (S) Create my own sounds by recording editing and playing. (S) Combine audio effects to make a jingle. (S) Create and present digital content for a podcast.	Radio, digital content, play, stop, skip, mute, gain, edit, podcast, output, input, backing track, sound, download, jingle, rehearse, audio, voice over, waveform.
Unit: Internet Research & Webpage		

Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr 3(S) Accurately use the features of a search engine and bookmark URLs Yr4 (K) Understand hyperlinks Yr4 (K) Evaluate digital media	(K) Evaluate a web page and explain my thoughts. (S) Create a web page layout. (S) Add text, images and multimedia to a web page. (S) Embed a hyperlink into a web page. (S) Publish my web page to the WWW	Internet, world wide web, search engine, browser, tab, window, layout, text, font, image, video, animation, website, hyperlink, share.
Unit: 3D Modelling		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Order and draw objects. Yr4 (S) Arrange and layer objects	(S) Draw and manipulate simple 2d shapes. (S) Draw and manipulate simple 3d shapes. (S) Create and manipulate complex 3d models. (K) Evaluate mine and other’s models and give reasons for judgement.	2d shape, 3d shape, move, pan, push, pull, guide, orbit, eraser, inference, sketchup., group, modelling, dimension, measurement, rotate, component.
Unit: Controlling Devices		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Write and debug a simple algorithm	(K) Understand and explain what a flow chart represents. (S) Create my own flowchart. (S) Dry run and debug my flowchart. (S) Write a simple flowchart to control a simulation. (S) Write a flow chart to control multiple outputs. (S) Create a subroutine in my flowchart.	Flow grid, flow chart, Algorithm, control, input, output, mimic, simulation, insert, Symbol, start, stop, delay, subroutine, decision, loop.
Unit: Using & Applying		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
	To be decided by year group	
Year 6		
Unit: Online Safety		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr2 (S) Use SMART to keep safe. Yr3 (S) Create and use secure passwords. Yr4(S) Use appropriate language in my online communications. Yr4 (K) Explain who to talk to if you feel worried about online content.	(K) Understand the similarities between cyber and real-life bullying. (K) know and can evaluate strategies to deal with cyber-bullying. (S) Identify secure web pages. (K) I know the information I should and shouldn’t share online. (S) Identify the problems that may occur in online friendships. (S) Identify how the media play a powerful role in shaping ideas about gender. (S) Apply my knowledge of online safety consistently and accurately in my daily life.	Cyber-bullying, reporting, anonymous, victim, https, secure, domain, policy, private, personal, instant messaging, media, message, stereotype, gender.

Unit: Spreadsheets		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Save and retrieve information use appropriate font size and colour. Yr3 (S) Choose appropriate font type, size and colour.	(K) I Explain what a basic spreadsheet is and how it might be used. (S) Enter data and use a simple formula to perform a calculation. (S) Order and present data to make it easier to understand. (S) Use a spreadsheet to solve a problem.	Spreadsheet, cell, row, column, formula (S), calculate, format, average, percent, edit, insert, ascending, descending, sort, graph, cumulative, budget, total.
Unit: Scratch – Animated Stories		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 unit 4 (K) Explain what an algorithm is. Yr3(S) Write and debug a simple algorithm. Yr4 unit 2 (S) Change sprites, background and audio. Yr5 unit 1 (S) Design own sprite and background	(K) Explain my previous knowledge and experiences of Scratch. (S) Create animations for a scene. (S) Structure and control the timing of events, including making objects/characters visible. (S)Add audio to enhance the quality of my animated narrative. (S) Add interactive components to enhance user enjoyment. (K) Evaluate an animated scene and explain my thoughts.	Animate, animation, project, remix, repeat, iteration, debug, broadcast, receive, sequence, show, hide, visible, invisible, deconstruct, transition, audio, record, interactive, user.
Unit: Kodu Programming		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 unit 4 (K) Explain what an algorithm is. Yr3(S) Write and debug a simple algorithm.	(K) Explain my previous experiences of a programming language. (K) Compare Scratch and Kodu and explain the similarities and differences. (S) Create a simple world in Kodu. (S) Create simple controllable character that can navigate a track.	World, smooth and flatten, raise, Kodu, start, finish, program, environment, acceleration, bump, obstacle, object, turning, track, path, node, character, tool, palette, select.
Unit: Film Making		
Links to Prior Learning	Objectives – Knowledge and Skills	Key Vocabulary
Yr3 (S) Record simple audio. Yr4(S) Add images to a video file. Yr4 (S) Edit and retrieve video files. Yr5(S) Edit audio files Yr3 (S) Word process simple documents. Yr4 (K)Understand what a script is. Yr4 (S) Recognise the need for citations. Yr4 (K) Understand why plagiarism is bad.	(K) know the elements of a short film and can evaluate their effectiveness. (S) Write a short script. (S) Turn a short script into a storyboard. (S) Film short sequences of film, not necessarily in chronological order, and evaluate their quality. (S) Arrange and edit film clips in a specific app. (S) Publish my film.	Shot, clip, edit, frame, audio, sequence, cut

