

<a href="#">Skills Progression Overview</a>	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
<b>Year 1</b> <a href="#">Weekly Overview</a>	<a href="#">DL - Common Sense Media</a> (1 per half term)  <a href="#">Technology around Us</a> (2 lessons) <a href="#">EoP</a> <a href="#">Home learning platform- Introduction Seesaw</a> (3 lessons)	<a href="#">Digital painting and Digital Writing - Busy Things and JIT</a> (10 lessons - 2 half terms) <b>Recently Updated with Video Walkthrough</b> <a href="#">EoP</a>		<a href="#">Data - Busy Things</a> (5 Lessons) <a href="#">EoP</a>	<a href="#">Unit B Beebots - Moving a Floor Robot</a> <a href="#">EoP</a>	<a href="#">Unit B Busy Things - (Early Code)</a> <a href="#">EoP</a>
<b>Year 2</b> <a href="#">Weekly Overview</a>	<a href="#">DL - Common Sense Media</a> (1 per half term)  <a href="#">The different uses of Computers</a> (1 lesson + lesson starters) <a href="#">EoP</a>  <a href="#">My Busy Things (Learning platform)</a> (3 Lessons) <a href="#">Could be linked to topic</a>	<a href="#">Multimedia &amp; Digital Writing J2 Write - Including Online research and typing skills</a> (5 lessons +) <a href="#">EoP</a>	<a href="#">Digital Photography</a> (5 lessons) <a href="#">EoP</a>	<a href="#">Data – Pictograms (J2Data)</a> (3 Lessons) <a href="#">EoP</a>	<a href="#">Unit A – JIT turtle - Robot algorithms</a> <a href="#">EoP</a>	<a href="#">Unit B – Scratch Jr - Sequencing Animations</a> (download)  Alternative - <a href="#">Unit B - Code.org - Coding with Scratch Course A</a> <a href="#">EoP</a>
<b>Year 3</b> <a href="#">Weekly Overview</a>	<a href="#">DL - Common Sense Media</a> (1 per half term)  <a href="#">Connecting Computers</a> (4 Lessons) <a href="#">EoP</a>	<a href="#">Google Docs</a> (5 lessons) -Including an introduction to Google Classroom (Joining a class, setting and responding to assignments, self-assessment + feedback) <a href="#">EoP</a>	<a href="#">J2 Animate</a> (4 Lessons) Including <a href="#">EoP</a> <a href="#">Creating media – Desktop publishing + Blogging (J25)</a> <a href="#">EoP</a>	<a href="#">Data and information – Branching database (J2Data- J2Branch)</a> (5 Lessons) <a href="#">EoP</a>	<a href="#">Unit A – Code.org - Course B</a> <a href="#">EoP</a>	<a href="#">Unit B- Sequencing with Scratch Animation</a> <a href="#">EoP</a>
<b>Year 4</b> <a href="#">Weekly Overview</a>	<a href="#">DL - Common Sense Media</a> (1 per half term)  <a href="#">Computing systems and networks – The Internet</a> (4 Lessons) <a href="#">EoP</a>	<a href="#">Google Slides</a> (4 Lessons) -Including an introduction to Google Classroom (Joining a class, setting and responding to assignments, self-assessment + feedback) <a href="#">EoP</a>	<a href="#">Creating media – Audio editing - Audacity</a> (6 Lessons) <a href="#">EoP</a>  Alternative: <a href="#">Creating media – Audio editing - Bandlab</a> (6 Lessons) <a href="#">EoP</a>	<a href="#">Data Logging - Using Data Loggers</a> - (6 Lessons) <a href="#">EoP</a>  Alternative- <a href="#">Arduino Science Journal</a> - (6 Lessons) <b>Recently Updated</b> <a href="#">EoP</a>	<a href="#">Unit A – Multiple Scenes &amp; Dialogue</a> (5 Lessons) <a href="#">EoP</a>	<a href="#">Unit B - Repetition Scratch shapes - (5 Lessons)</a> <a href="#">EoP</a>
<b>Year 5</b> <a href="#">Weekly Overview</a>	<a href="#">DL - Common Sense Media</a> (1 per half term)  <a href="#">History of Computing</a> (5 Lessons)- <b>Recently Updated</b> <a href="#">EoP</a>	<a href="#">Vector Drawing - Google Drawings</a> (4 Lessons) <a href="#">EoP</a>	<a href="#">iMovie - Camera angles, frames &amp; editing</a> (6 lessons) <a href="#">EoP</a> Alternative - <a href="#">We Video</a> <b>Recently Updated</b> <a href="#">EoP</a>	<a href="#">Data and information – J2Database</a> (5 Lessons) <a href="#">EoP</a>	<a href="#">Unit A – Selection in Quizzes</a> <b>Recently Updated with Video Walkthrough</b> <a href="#">EoP</a>	<a href="#">Unit B - Scratch-Variables in Games</a> <b>Recently Updated with Video Walkthrough</b> <a href="#">EoP</a> Alternative- <a href="#">Selection in Physical Computing- Crumble Boards</a>

<b>Year 6</b> <b><u>Weekly Overview</u></b>	<a href="#">DL - Common Sense Media</a> (1 per half term)  <a href="#">Computing systems + Networks (6 Lessons)</a> <a href="#">EoP</a>	<a href="#">Creating Web pages - Google Sites - (6 lessons)</a> <a href="#">EoP</a>	<a href="#">Creating media – 3D Modelling - Tinkercad</a> <a href="#">EoP</a>	<a href="#">Data and information – Flat-file databases (Excel +Sheets) (6 Lessons)</a> <a href="#">EoP</a>	<a href="#">Unit A – Scratch - Variables in games</a> <a href="#">EoP</a>	<a href="#">Unit B – Sensing - Micro Bit - Step Counter</a> <a href="#">EoP</a>  Alternative: Python/JavaScript Code - Combat
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**Cross Curricular Link**  
[Application of Skills -Dragons Den - Plan, Collaborate & Present](#) [EoP](#)

**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 answer correctly 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 GoogleClassroom, 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.