



2021/2022 Coverage to support Planning process

Computing Progression and Content 2021/2022

| Year Group | Learning Area | Coverage | Vocabulary | End of Term Outcome |
|------------|-------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------|
| Year 6 | Scratch - Animated Stories | <ul style="list-style-type: none"> To select appropriate characters to match a scene. To animate characters with movement and speech in a story scene. To use broadcast and receive blocks correctly in code. To use show and hide blocks correctly in code. | Design, write, debug, sequence, selection, systems, decomposing, backdrops, input, output, logical reasoning, detect, coding, animations, backdrop, scenes, key press, functionality, evaluate | Outcome: Children create a short animated story. |
| Year 5 | Scratch - Developing Games | <ul style="list-style-type: none"> To move blocks as part of an algorithm. To edit blocks as part of an algorithm. To program an algorithm as a sequence of game instructions with actions and consequences. To add additional effects and features, such as sound or point scoring, to enhance the appeal of a game. | algorithm, sequence, selection, repetition, input, output, decomposing, controlling, systems, simulating, debug, variables, detect, errors, design, coding, evaluate | Outcome: Children can use Scratch to build and edit algorithms for simple games. |
| Year 4 | Scratch – Questions and Quizzes | <ul style="list-style-type: none"> Write a program which accomplishes a specific goal. Create a program that includes a logical sequence. Debug a program they have written. Use repetition and selection. Work with variables and adjust these depending on the effect. | Content, decomposing, debug, programs, commands, sequence, visual effects, repetition, variables (colour, size, shape), context, evaluate | Outcome: Children can use scratch to write quizzes by combing questions. |
| Year 3 | Programming Turtle Logo and Scratch | <ul style="list-style-type: none"> To Create and debug algorithms to draw regular polygons using the repeat command/ block (Turtle Logo and Scratch). Draw shapes with spaces between using penup and pendown (Turtle Logo). Change and alter the pen settings (Scratch). | design, debug, programs, selection, algorithms, errors, repetition, develop, commands, logical reasoning, evaluate | Outcome: Children can create and debug algorithms using a selection of blocks |
| Year 2 | Programming Turtle Logo and Scratch | <ul style="list-style-type: none"> Draw lines of different lengths using the forward (fd) command. Move blocks into the Scripts Area. Snap blocks together to combine commands. | algorithms, behaviour, instructions, programs, predict, debug, create, degrees, right, left, turn, evaluate | Outcome: Children further develop algorithms using the “repeat” command and begin to create and debug algorithms |
| Year 1 | Programming Toys | <ul style="list-style-type: none"> Create step-by-step instructions using pictures. Write and follow detailed step-by-step instructions. Direct a Bee-Bot to a toy; Program a Bee-Bot, one instruction at a time, using the arrow buttons. | Algorithms, instructions, simple, digital, device, arrows, sequence, debug (mistakes), programming, improve, evaluate | Outcome: Children can create simple algorithms to control a device. |

The delivery of the computing curriculum is carried out each half term for 1 year group. Computer literacy is carried out in a cross-curricular manner throughout the year and across all subjects.