Great Waltham Computing 2022 – 2023 Progression across the school. Updated September 2022

Computing	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Class Australia EYFS	Computing is not a requirement in the Foundation Stage but we use technology to help meet the other areas of learning in the EYFS curriculum. This provides our children with a head start in developing skills needed in KS1. Incorporated into everyday use of technology in class - IWB, iPads and Robot Mice and introducing use of desk top computers.					
KS1 Teach	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing Overview	Computing systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Year 1 Antarctica Yearly cycle	Unit 1.1 Technology Around Us	Unit 1.2 Digital Painting	Unit 1.3 Moving a Robot	Unit 1.4 Grouping Data	Unit 1.5 Digital Writing	Unit 1.6 Programming Animations
Year 2 Africa Yearly cycle	Unit 2.1 Information Technology Around us	Unit 2.2 Digital Photography	Unit 2.3 Robot Algorithms	Unit 2.4 Pictograms	Unit 2.5 Making Music	Unit 2.6 Programming Quizzes
KS2 Teach	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Computing Overview	Computing systems and networks	Creating Media	Programming A	Data and Information	Creating Media	Programming B
Europe Y3/4	Unit 3.1 Connecting Computers	Unit 3.2 Stop Frame Animation	Unit 3.3 Sequencing Sounds	Unit 3.4 Branching Database	Unit 3.5 Desktop Publishing	Unit 3.6 Events and actions in programs
Asia Y4/5 Cycle A	Unit 4.1 The Internet	Unit 4.2 Audio Editing	Unit 4.3 Repetition in Shapes	Unit 4.4 Data Logging	Unit 4.5 Photo Editing	Unit 4.6 Repetition in Games
North America Y5/6	Unit 6.1 Internet Communication	Unit 6.2 Webpage Creation	Unit 6.3 Variables in Games	Unit 6.4 Introductions to Spreadsheets	Unit 6.5 3D Modelling	Unit 6.6 Sensing