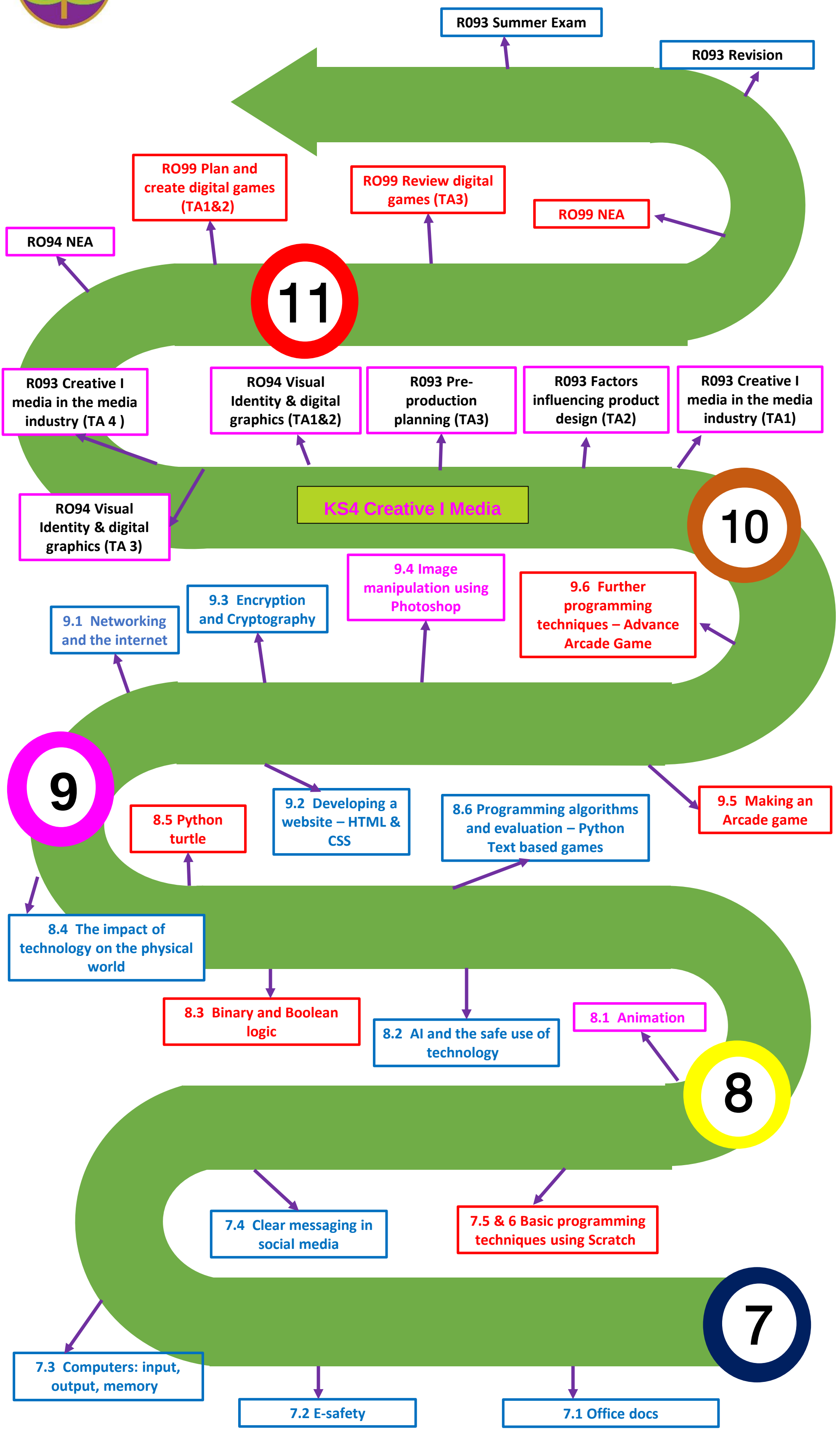
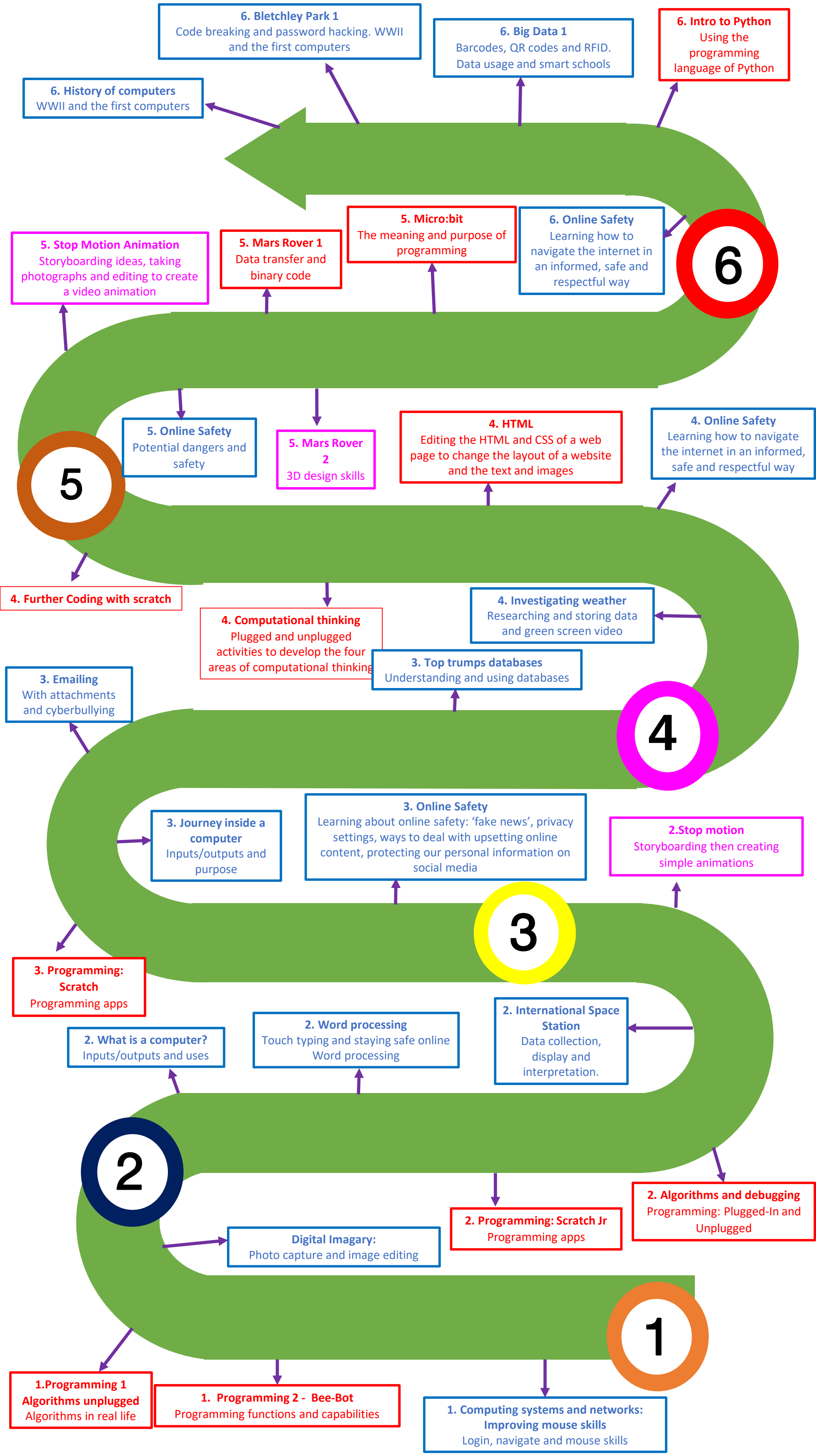
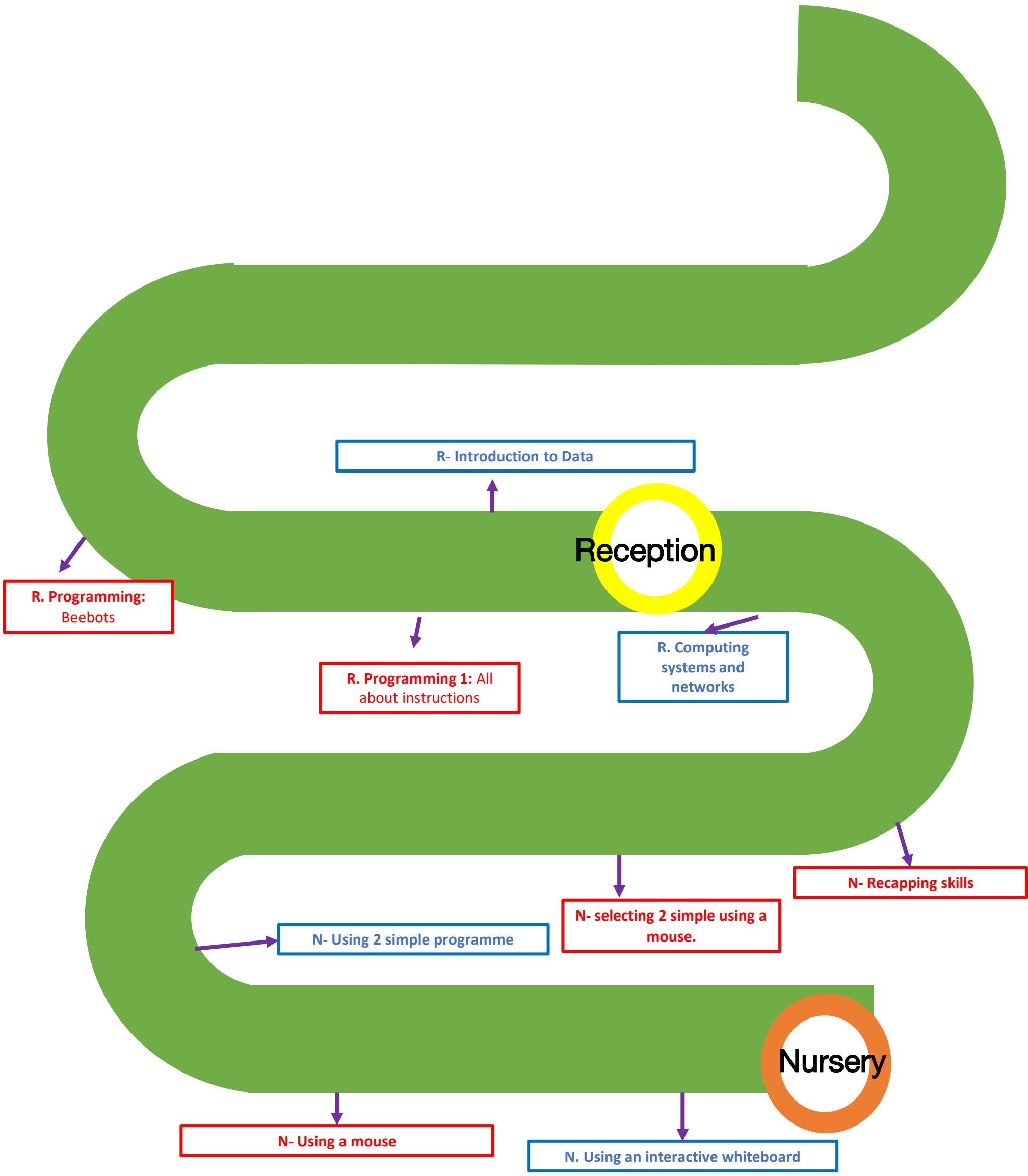
Holy Trinity Progression Map of Key Concepts for Computing




6. Bletchley Park 1
Code breaking and password hacking. WWII and the first computers
6. Big Data 1
Barcodes, QR codes and RFID. Data usage and smart schools
6. Intro to Python
Using the programming language of Python
6. History of computers
WWII and the first computers
6
5. Micro:bit
The meaning and purpose of programming
6. Online Safety
Learning how to navigate the internet in an informed, safe and respectful way
5. Stop Motion Animation
Storyboarding ideas, taking photographs and editing to create a video animation
5. Mars Rover 1
Data transfer and binary code
5
5. Online Safety
Potential dangers and safety
5. Mars Rover 2
3D design skills
4. HTML
Editing the HTML and CSS of a web page to change the layout of a website and the text and images
4. Online Safety
Learning how to navigate the internet in an informed, safe and respectful way
4. Further Coding with scratch
4. Computational thinking
Plugged and unplugged activities to develop the four areas of computational thinking
4. Investigating weather
Researching and storing data and green screen video
3. Top trumps databases
Understanding and using databases
3. Emailing
With attachments and cyberbullying
4
3. Online Safety
Learning about online safety: 'fake news', privacy settings, ways to deal with upsetting online content, protecting our personal information on social media
3. Journey inside a computer
Inputs/outputs and purpose
2.Stop motion
Storyboarding then creating simple animations
3
3. Programming: Scratch
Programming apps
2. International Space Station
Data collection, display and interpretation.
2. What is a computer?
Inputs/outputs and uses
2. Word processing
Touch typing and staying safe online Word processing
2
2. Algorithms and debugging
Programming: Plugged-In and Unplugged
2. Programming: Scratch Jr
Programming apps
Digital Imagary:
Photo capture and image editing
1
1.Programming 1 Algorithms unplugged
Algorithms in real life
1. Programming 2 - Bee-Bot
Programming functions and capabilities
1. Computing systems and networks: Improving mouse skills
Login, navigate and mouse skills


R- Introduction to Data
Reception
R. Programming: Beebots
R. Programming 1: All about instructions
R. Computing systems and networks
N- Recapping skills
N- selecting 2 simple using a mouse.
N- Using 2 simple programme
Nursery
N- Using a mouse
N. Using an interactive whiteboard