HJS Computing Progression Map 2024-2026 (NCCE)

CYCLE A

Year groups	Computing Systems and Networks		Creating Media		Programming A		Programming B		Data and Information		Creating Media	
	Overview		**Overview**		**Overview**		**Overview**		**Overview**		**Overview**	
	Software/ Hardware	**Vocabulary**	**Software/ Hardware**	**Vocabulary**	**Software/ Hardware**	**Vocabulary**	**Software/ Hardware**	**Vocabulary**	**Software/ Hardware**	**Vocabulary**	**Software/ Hardware**	**Vocabulary**
Year 3/4	**The internet** Recognising the internet as a network of networks including the WWW, and why we should evaluate online content.		**Audio production** Capturing and editing audio to produce a podcast, ensuring that copyright is considered.		**Repetition in shapes** Using a text-based programming language to explore count-controlled loops when drawing shapes.		**Repetition in games** Using a block-based programming language to explore count-controlled and infinite loops when creating a game.		**Data logging** Recognising how and why data is collected over time, before using data loggers to carry out an investigation.		**Photo editing** Manipulating digital images, and reflecting on the impact of change and whether the required purpose is fulfilled.	
	Various websites	Internet Network Router Network Security Network Switch Wireless Access Point (WAP) Website Web Page Web Address Web Browser World Wide Web Content Files Download Sharing Ownership Permission Information Accurate Honest Adverts	Audacity	Audio Record Playback Microphone Speaker Headphones Input Output Sound Open Save File Start Pause Stop Podcast Edit Selection Mixing Time Shift Export MP3	FMSLogo (NCCE rec.) …	Program Turtle Commands Code Snippet Algorithm Debug Pattern Repeat Repetition Count-Controlled Loop Trace Decompose Procedure	Scratch	Scratch Program Sprite Blocks Code Loop Repeat Value Forever Infinite Loop Count-Controlled Loop Costume Animate Event Block Duplicate Modify Design Algorithm Debug Refine Evaluate	Data logger associated software	Data Data Logger Analyse Data Set Data Point Interval Sensor Import Export Collection Review Conclusion	Paint.net Microsfot paint pixlr.com/e	Image Edit Arrange Crop Undo Save Copyright Composition Adjustments/Alter r Hue/Saturation Sepia Version Illustration Retouch Clone Recolour Magic Wand Background Foreground Original Orientation Sharpen Brighten
Year5/ 6	**Communication and collaboration** Exploring how data is transferred by working collaboratively online.		**Video production** Planning, capturing, and editing video to produce a short film. (yr5 swap)		**Variables in games** Exploring variables when designing and coding a game.		**Sensing movement** Designing and coding a project that captures inputs from a physical device.		**Introduction to spreadsheets** Answering questions by using spreadsheets to organise and calculate data.		**Webpage creation** Designing and creating webpages, giving consideration to copyright, aesthetics, and navigation.	
	Google Slides	Search Search Engine Search Engine Optimisation Refine	Microsoft software Corel Video Studio	Filming Tripod Chroma Key Scene Digital Video Editing	Scratch	Variable Name Value Design Event Algorithm	Micro:bits	Micro:Bit MakeCode Input Process Output Flashing	Microsoft Excel	Spreadsheet Data Data Heading Data Item Data Set Cells	Google Sites	Website Web Page Browser Media Hypertext Markup Language

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Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary	Vocabulary
Index Crawler Web Crawler Bot Ranking Selection Communication Internet Public One-Way Two-Way One-To-Many SMS Email WhatsApp Blog Youtube Twitter	Software Production Overlay FX Transition Capture Render	Code Program Test Debug Improve Evaluate	USB Selection Condition If Then Else Variable Sensing Accelerometer Compass Navigation Design Algorithm Step Counter Code Test Debug	Columns Rows Spreadsheet Application Format Formula Calculation Calculate Operation Duplicate Sigma Input Ouptut Cell Reference Organised Graph Chart	(HTML) Logo Layout Header Purpose Copyright Fair Use Home Page Preview Evaluate Device Google Sites Breadcrumb Trail Navigation Hyperlink Subpage External Link Embed

CYCLE B

Year groups	Computing Systems and Networks		Creating Media		Programming A		Programming B		Data and Information		Creating Media	
	Overview		**Overview**		**Overview**		**Overview**		**Overview**		**Overview**	
	Software/ Hardware	Vocabulary	Software/ Hardware	Vocabulary	Software/ Hardware	Vocabulary	Software/ Hardware	Vocabulary	Software/ Hardware	Vocabulary	Software/ Hardware	Vocabulary
Year 3/4	**Connecting computers** Identifying that digital devices have inputs, processes, and outputs, and how devices can be connected to make networks.		**Stop-frame animation** Capturing and editing digital still images to produce a stop-frame animation that tells a story.		**Sequencing sounds** Creating sequences in a block-based programming language to make music.		**Events and actions in programs** Writing algorithms and programs that use a range of events to trigger sequences of actions.		**Branching databases** Building and using branching databases to group objects using yes/no questions.		**Desktop publishing** Creating documents by modifying text, images, and page layouts for a specified purpose.	
		Technicians Digital Device Input Output Process Program Connection Network Network Switch Server	iMotion (ipads) Corel Video Studio	Animation Flip Book Stop-Frame Animation Frame Sequence Image Photograph Setting	Scratch	Programming Blocks Commands Code Costume Backdrop Go To Glide Event Run The Code	Scratch	Motion Event Sprite Algorithm Resize Extension Block Pen Up Pen Down Setup Pen	j2data Branching and Pictograms	Attribute Value Questions Objects Branching Database Database Equal/Even Separate	Canva.com (NCCE rec.) Adobe Publisher	Text Images Communicate Font Template Placeholder Layout Content Desktop

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		Wireless Access Point (WAP)		Character Event Onion Skinning Consistency Evaluation Delete Import Transition		Bug Debug Point In Direction Sprite Stage Motion Sequence/Order Algorithm Note Chord		Design Action Debugging Errors Code Test		Structure Compare Order Selecting			Publishing Copy Paste Purpose
Year 5/6	**Systems and searching** Recognising IT systems in the world and how some can enable searching on the internet.		**Introduction to vector graphics** Creating images in a drawing program by using layers and groups of objects.		**Selection in physical computing** Exploring conditions and selection using a programmable microcontroller.		**Selection in quizzes** Exploring selection in programming to design and code an interactive quiz.		**Flat-file databases** Using a database to order data and create charts to answer questions.			**3D modelling** Planning, developing, and evaluating 3D computer models of physical objects. (Yr 6 swap)	
	Google slides	System Connection Digital Input Process Output Protocol Address Packet Chat Explore Reuse Remix Collaboration	Google Drawings	Vector Objects Icons Toolbar Vector Drawing Duplicate/Copy Organise Zoom Alignment Grid Consistency Modify Layers Group Ungroup	crumble kits pcs	Microcontroller Components LED Connect Program Repetition Infinite Loop Count-Controlled Loop Condition Input Selection Action Algorithm Program Debug	Scratch	Selection Condition True False Count-Controlled Loop Outcomes Conditional Statement Algorithm Program Debug Design Input Implement Run	J2data Databases	Database Data Information Record Field Sort Order Group Search Criteria Compare Filter Graph/Chart	Tinkercad		3D Object Workplane View Resize Lift Rotate Position Select Duplicate Dimensions Hole Group Ungroup Design Modify Placeholder