



## The Mosley Academy - Teach Computing Strands Progression

\*Note the strands are not taught in this order, but shows the progression of strands through the year groups.

|           | Algorithms  | Computing Systems  | Creating Media   | Data and Information                                | Design and Development  | Effective Use of Tools  | Networks   | Programming   | Safety and Security             |
|-----------|---|--|--|---|---|---|--|---|---------------------------------|
| <b>Y1</b> | Technology around us<br>(Paintz.app)<br><br>Moving a Robot<br>(Bee-bots)<br><br>Grouping Data<br>(Powerpoint) | Technology around us<br>(Paintz.app)   | Digital Painting<br>(Paintz)<br><br>Digital Writing<br>(Word)                      | Grouping Data<br>(Powerpoint)                       | Programming Animations<br>(ScratchJr)   | Digital painting<br>(Microsoft paint or similar)<br><br>Digital writing<br>(Word)   | Technology Around Us<br>(Paintz.app)   | Moving a Robot<br>(Bee-bots)<br><br>Programming Animations<br>(ScratchJr)   |                                 |
| <b>Y2</b> | Robot Algorithms<br>(Bee-bots)  | Information technology around us<br>(Powerpoint)   | Digital Photography<br>(Digital camera)<br><br>Making Music<br>(Chrome Music Lab)  | Pictograms<br>(j2data Pictogram)                    | Making music<br>(Chrome Music Lab)<br><br>Programming quizzes<br>(ScratchJr)        | Digital photography<br>(Digital camera)<br><br>Pictograms<br>(j2data Pictogram)   | Information Technology Around Us<br>(Powerpoint)   | Robot Algorithms<br>(Bee-bots)<br><br>Programming Quizzes<br>(ScratchJr)  |                                 |
| <b>Y3</b> |   | Connecting computers<br>(Any paint program)  | Stop Frame Animation<br>(iMotion)<br><br>Desktop Publishing<br>(Canva.com)         | Branching Databases<br>(j2data Branch & Pictogram)  | Sequencing sounds<br>(Scratch)<br><br>Events and Actions in Programmes<br>(Scratch) | Stop-frame animation<br>(iMotion)<br><br>Branching databases<br>(j2data Branch & Pictogram)                                 | Connecting Computers<br>(Any paint program)  | Sequencing Sounds<br>(Scratch)<br><br>Events and Actions in Programmes<br>(Scratch)   |                                 |
| <b>Y4</b> | Repetition in shapes<br>(FMSLogo)   | Data logging<br>(Data logger & associated software)  | Audio Production<br>(Audacity)<br><br>Photo Editing<br>(Paint.NET)                 | Data Logging<br>(Data logger & associated software) | Repetition in Games<br>(Scratch)  | Audio production<br>(Audacity)<br><br>Photo editing<br>(Paint.NET)  | Data Logging<br>(Data logger & associated software)  | Repetition in Shapes<br>(FMSLogo)<br><br>Repetition in Games<br>(Scratch)   | The internet<br>(Various sites) |
| <b>Y5</b> | Selection in Quizzes<br>(Scratch)   | Selection in Physical Computing<br>(Crumble controller, starter kit and motor - Hire from Hub) | Video Production<br>(Microsoft Photos)<br><br>Vector Drawings<br>(Google Drawings) | Flat File Databases<br>(j2data Database)            | Video production<br>(Microsoft Photos)  | Sharing information<br><br>Flat-file databases<br>(j2data Database)<br><br>Vector drawing<br>(Google Drawings)              | Selection in Physical Computing<br>(Crumble controller, starter kit and motor - Hire from Hub) | Selection in Physical Computing<br>(Crumble controller, starter kit and motor - Hire from Hub)<br><br>Selection in Quizzes<br>(Scratch) |                                 |
| <b>Y6</b> |   | Sensing<br>(micro:bit & Microsoft MakeCode)  | Webpage Creation<br>(Google Sites)<br><br>3D Modelling<br>(Tinkercad)              | Introduction to Spreadsheets<br>(Excel)             | Webpage creation<br>(Google Sites)<br><br>Variables in games<br>(Scratch)           | Internet communication<br>(Google slides)<br><br>Introduction to spreadsheets<br>(Excel)<br><br>3D modelling<br>(Tinkercad) | Sensing<br>(micro:bit & Microsoft MakeCode)  | Variables in Games<br>(Scratch)<br><br>Sensing<br>(micro:bit & Microsoft MakeCode)  |                                 |



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