Much Woolton Catholic Primary School.

‘With Jesus we love, learn and grow.’

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| Computing Progression of Skills. | | | | | |
| Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| **Walking with Dinosaurs**  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.  create and debug simple programs.  **Crazy Creatures**  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.  Create and Debug simple programs.  use logical reasoning to predict the behaviour of simple programs.  **Ready Steady Go**  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.  create and debug simple programs.  use logical reasoning to predict the behaviour of simple programs. | **Code –tastic**  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.  create and debug simple programs.  use logical reasoning to predict the behaviour of simple programs.  **Let’s Fix It**  create and debug simple programs.  use logical reasoning to predict the behaviour of simple programs.  **Hour of Code**  understand what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following precise and unambiguous instructions.  create and debug simple programs.  use logical reasoning to predict the behaviour of simple programs. | **We Love Games**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  **Big Robots**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  **My First Program**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output. | **We built this City**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs  **Making Games**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  **Interface Designer**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs | **Cars**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  **Earth and Space (Let’s Explore our Galaxy)**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  **Hour of Code**  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. | **Let’s Learn a Language**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  **Appy Times (Part 2)**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  **Heroes and Villains- Graphics**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output. |

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| **Hour of Code**  use logical reasoning to predict the behaviour of simple programs |  | **Young Coders (Learn, Code, Create)**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  use sequence, selection, and repetition in programs; work with variables and various forms of input and output. |  |  | **Building Battle Bots**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  **The Ministry of Crazy Coding-**  **We are Game Developers**  design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. |

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|  |  | **Hour of Code**  use sequence, selection, and repetition in programs; work with variables and various forms of input and output. |  |  | **Hour of Code**  use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. |