## **Progression of Skills- Overview**



	<u>Autumn 1</u>	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<u>DINOSAURS</u>	TRADITIONAL	COMPUTERS IN	PLANTS AND	HANDA'S SURPRISE	SEA AND COAST
		<u>STORIES</u>	EVERYDAY LIFE	<u>ANIMALS</u>		<u>COMMUNICATION</u>
	Multimedia text and				Multimedia sound	
	images	Coding and	Technology in our	Coding and	and motion	
	(Multimedia sound and motion	programming	lives	programming	(Multimedia text and	Online safety
Voor 2	Handling data)	FAIDY TALES	7000	OURSELVES	images)	(Handling data)
Year 2	OLIVER'S VEGETABLES	FAIRY TALES	<u> 2008</u>	<u>OURSELVES</u>	<u>HABITATS</u>	<u>PIRATES</u>
	Coding and	Coding and	Technology in our			
	programming	programming	lives	Online safety	Handling data	Online safety
Year 3	DESKTOP PUBLISHING	PIVOT ANIMATION	PROGRAMMING IN	<u>COMPUTER</u>	STOP MOTION	<u>PROGRAMMING</u>
			<u>SCRATCH</u>	<u>NETWORKS</u>		EVENTS AND
						<u>ACTIONS</u>
	Multimedia text and	Multimedia sound	Coding and	Technology in our	Coding and	Coding and
	images	and motion	programming	lives	programming	programming
Year 4	MULTIMEDIA	PROGRAMMING A	EDBLOCKS- ROBOTS	CREATING MEDIA-	NETWORKS AND	CREATING MEDIA-
	<u>PRESENTATIONS</u>	SCREEN TURTLE		PHOTO EDITING	THE INTERNET	AUDIO EDITING
						Multimedia sound
	Multimedia text and	Coding and	Coding and	Multimedia text and	Technology in our	and motion
	images	programming	programming	images	lives	(Data handling)
Year 5	KODU GAME LAB	ARCHITECHS	VECTOR DRAWING	EDSCRATCH-	COMMUNICATION	VARIABLES IN GAMES
				<u>ROBOTS</u>		
	Cadina	No. delino o altre de code a	N.O. dation of the Association	Coding	Tashaalassissas	Cadina
	Coding and programming	Multimedia text and images	Multimedia text and images	Coding and programming	Technology in our lives	Coding and programming
Year 6	WEB DESIGN	WEARABLE TECH	MOVIE CREATION	PROGRAMMABLE	EDCREATE- ROBOTS	SPREADSHEETS
1.50.0	WES STORM	TO THE TENT	MOTIL CILETITION	LANGUAGES		<u>UT ILLI JOHEL IO</u>
	Multimedia text and	Multimedia sound	Multimedia sound	Coding and	Coding and	
	images	and motion	and motion	programming	programming	Data Handling