

Year				National Cu	rricUlUm <sup>(</sup>	Strand			Progression Colourway
	Cov	Computer Science Infor		mation Technology	ation Technology Digital Literacy		esafety		Year 1-6
	science inc computationa	nental principles of computer I. algorithms, programming, al thinking, testing, debugging, the Internet and the WWW	Finding thing	outer systems to solve problems. gs out, exchanging and sharing riewing, modifying and evaluating work		gital artifacts, express oneself, develop and nformation & ideas using a range of digital technologies	responsibly;	ology safely, respectfully and safely navigate and evaluate al tools and artifacts	
0.0	iAlgorithm	NC Objectives	iModel	NC Objectives	iWrite	NC Objectives	isafe	NC Objectives	
One	Giving & following instructions	<ul> <li>understand what algorithms are; how they are how implemented as programs on digital devices</li> <li>understand that programs execute by following precise and unambiguous instructions</li> <li>use logical reasoning to predict the behaviour of simple programs</li> <li>create and debug simple programs</li> </ul>	Computer Modelling	To use technology purposefully to create, organise, store, manipulate and retrieve digital content	Creating digital text	To use technology purposefully to create, organise, store, manipulate and retrieve digital content recognise common uses of information technology beyond school	Staying safe online	use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies recognise common uses of information technology beyond school	
	iProgram	understand that programs execute by following	iData	NC Objectives	iDraw	NC Objectives			
	Creating animations	precise and unambiguous instructions use logical reasoning to predict the behaviour of	Learning how data can be represented	<ul> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	Creating digital art	<ul> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information</li> </ul>			
		simple programs create and debug simple	iDraw	NC Objectives		technology beyond school			
		programs recognise common uses of information technology beyond school	Creating digital art	<ul> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>					

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Progression in each strand is top down throughout years and year groups. Strands can be taught in any order

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Year		National Curriculum Strand								
	Cov	nputer Science	Infor	mation Technology		Digital Literacy		esafety	Year 1-6	
	science inc computationa	nental principles of computer I. algorithms, programming, Il thinking, testing, debugging, the Internet and the WWW	Finding thing	puter systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work		gital artifacts, express oneself, develop and nformation & ideas using a range of digital technologies	responsibly;	ology safely, respectfully and safely navigate and evaluate tal tools and artifacts		
One	iLearnAI	NC Objectives								
	Introduction to Artificial Intelligence	<ul> <li>recognise common uses of information technology beyond school</li> <li>To use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>								

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Year				National Cuv	rriculum S <sup>-</sup>	trand			Progression Colourway
	Cov	mputer Science	Infor	mation Technology		Digital Literacy		esafety	Year 1-6
	science inc computationa	nental principles of computer cl. algorithms, programming, al thinking, testing, debugging, the Internet and the WWW	Finding thing	outer systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work		al artifacts, express oneself, develop and ormation & ideas using a range of digital technologies	responsibly	nology safely, respectfully and y; safely navigate and evaluate gital tools and artifacts	
Two	iProgram	NC Objectives	iDo Mail	NC Objectives	iPub	NC Objectives	isafe	NC Objectives	
I WID	Creating animations	<ul> <li>understand that programs execute by following precise and unambiguous instructions</li> <li>use logical reasoning to predict the behaviour of simple programs</li> <li>create and debug simple programs</li> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	Learning about email	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>recognise common uses of information technology beyond school</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	Creating eBooks	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> </ul>	Staying safe online	<ul> <li>Staying safe online</li> <li>recognise common uses of information technology beyond school</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	

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Year				National Cu	rriculum St	trand	cry esafety self, develop and Using technology safely, respectfully and							
	Co	mputer Science	Infor	mation Technology	Digital Literacy		esafety							
	science ind computation	nental principles of computer cl. algorithms, programming, al thinking, testing, debugging, the Internet and the WWW	Finding thing	puter systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work		al artifacts, express oneself, develop and rmation & ideas using a range of digital technologies	responsibly; safely navigate and evaluate							
Two	isearch	NC Objectives	iAnimate	NC Objectives	iBlog	NC Objectives								
	Finding things out online	use technology purposefully to create, organise, store, manipulate and retrieve digital content use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies	Creating animations	use technology purposefully to create, organise, store, manipulate and retrieve digital content	Writing and responding with blogging	select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals								

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Progression in each strand is top down throughout years and year groups. Strands can be taught in any order





Year				National Cu	rriculum St	trand	_		Progression Colourway
	Co	mputer Science	Infor	mation Technology		Digital Literacy		esafety	Year 1-6
	science in computation	nental principles of computer cl. algorithms, programming, al thinking, testing, debugging, the Internet and the WWW	Finding thing	outer systems to solve problems. gs out, exchanging and sharing riewing, modifying and evaluating work	0	al artifacts, express oneself, develop and rmation & ideas using a range of digital technologies	responsibl	nology safely, respectfully and y; safely navigate and evaluate gital tools and artifacts	
Three	iProgram	NC Objectives	isimulate	NC Objectives	iConnect	NC Objectives	isafe	NC Objectives	
	Games animation & development	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>	Exploring computer simulations	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	Internet, Searching & the WWW	<ul> <li>understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> </ul>	Staying safe online	<ul> <li>be discerning in evaluating digital content</li> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	
	inletwork	NC Objectives	iData	NC Objectives	iPodcast	NC Objectives			
	Introducing networks	<ul> <li>understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> </ul>	Introducing databases	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	Editing audio	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>			

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Year				National Cu	rriculum St	trand			Progression Colourway
	Co	mputer science	Infor	mation Technology		Digital Literacy		esafety	Year 1-6
	science in computation	nental principles of computer cl. algorithms, programming, al thinking, testing, debugging, the Internet and the WWW	Finding thing	outer systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work		al artifacts, express oneself, develop and prmation & ideas using a range of digital technologies	responsibly	nology safely, respectfully and y; safely navigate and evaluate gital tools and artifacts	
Four	iProgram (*2)	NC Objectives	iMail	NC Objectives	iAnimate	NC Objectives	isafe	NC Objectives	
	Scratch programming  Programming shapes	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems: solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs;</li> </ul>	Working together with email	<ul> <li>use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies</li> </ul>	Introduction to computer animation	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>	Staying safe online and being responsible digital citizens	<ul> <li>understand computer networks, including the internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration</li> <li>use search technologies</li> </ul>	
	ilearn AI	work with variables and various forms of input and	iData	NC Objectives				effectively, appreciate how results are selected and	
	Artificial Intelligence & Machine Learning	<ul> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>	Data representation	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>				<ul> <li>ranked, and be discerning in evaluating digital content</li> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable</li> </ul>	
		<ul> <li>select, use and combine a variety of software</li> </ul>	iPhotoEdit	NC Objectives	-			behaviour; identify a range of ways to report concerns	
		(including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals	Digitally altering images	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>				about content and contact	

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Year	ar National Curriculum Strand									
	Computer Science		Information Technology			Digital Literacy	esafety		Year 1-6	
	science in computation	nental principles of computer cl. algorithms, programming, al thinking, testing, debugging, the Internet and the WWW	Finding thing	puter systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work		tal artifacts, express oneself, develop and ormation & ideas using a range of digital technologies	responsibly	nology safely, respectfully and y; safely navigate and evaluate gital tools and artifacts		
Five	iProgram	NC Objectives	iweb	NC Objectives	iProgram	NC Objectives	isafe	NC Objectives		
TIVE	Developing multi-level games	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Creating web content	<ul> <li>understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</li> <li>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information</li> </ul>	Designing and developing computer games	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Staying safe online and being responsible digital citizens	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact		

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Year				National Cur	National Curriculum Strand					
	Comp	puter Science	Infor	mation Technology	Digital Literacy	esafety	Year 1-6			
	science incl. a computational t	ntal principles of computer algorithms, programming, hinking, testing, debugging, e Internet and the WWW	Finding thin	puter systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work	Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies	Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts				
Five	icrypto	NC Objectives	iModel	NC Objectives						
	Data & Cryptography	<ul> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>	3D graphical modelling	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>						
			iDraw	NC Objectives						
			Graphical drawing	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>						

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Year				National Cur	riculum Stri	and			Progression Colourway
	Com	puter Science	Infor	mation Technology		Digital Literacy		esafety	Year 1-6
	science incl. a computational t	ntal principles of computer algorithms, programming, hinking, testing, debugging, e Internet and the WWW	Finding thing	puter systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work		artifacts, express oneself, develop and nation & ideas using a range of digital technologies	responsibly;	ology safely, respectfully and safely navigate and evaluate al tools and artifacts	
Six	iProgram * 2	NC Objectives	iNetwork	NC Objectives	iAqq	NC Objectives	isafe	NC Objectives	
	Designing and developing programs  Developing 3D animations	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Networks, Data HTML & CSS	<ul> <li>understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration</li> </ul>	Developing apps	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Staying safe online and being responsible digital citizens	<ul> <li>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</li> </ul>	

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Progression in each strand is top down throughout years and year groups. Strands can be taught in any order





Ycar				National Curr	iculum Strand		Progress Colourwa
	Computer Science		Infor	mation Technology	Digital Literacy	esafety	Year 1-6
	science incl. computational	The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW		puter systems to solve problems. gs out, exchanging and sharing viewing, modifying and evaluating work	Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies	Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts	
Six	iApp	NC Objectives	iData	NC Objectives			
	Developing apps	<ul> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems;</li> <li>solve problems by decomposing them into smaller parts</li> <li>use sequence, selection and repetition in programs;</li> <li>work with variables and various forms of input and output;</li> <li>use logical reasoning to explain how some simple algorithms work</li> <li>detect and correct errors in algorithms and programs</li> </ul>	Spreadsheets iMode1 3D graphical modelling	<ul> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> <li>NC Objectives</li> <li>select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals</li> </ul>			

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Ycar	CompUter Science       Information Technology       Pigital Literacy       eSafety         The fundamental principles of computer science incl. algorithms, programming, computational thinking, testing, debugging, networks, the Internet and the WWW       Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work       Create digital artifacts, express oneself, develop and present information & ideas using a range of digital       Using technology safely, respectfully and responsibly; safely navigate and evaluating digital tools and artifacts         Six       ilearnAI       NC Objectives       Gesign, write and debug programs that accomplish specific goals, including sectific goals, including       edsign, write and debug programs that accomplish specific goals, including       edsign, write and debug programs that accomplish specific goals, including										
	Cow	puter Science	Information Technology	Digital Literacy	esafety	Year 1-6					
	science incl. computational	algorithms, programming, thinking, testing, debugging,	Finding things out, exchanging and sharing information, reviewing, modifying and evaluating	present information & ideas using a range of digital	Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts						
Six	ilearnAI	NC Objectives									
	Artificial Intelligence	programs that accomplish									
		presenting data and									

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Ycar			National Curr	riculum Strand		Progression Colourway
	Com	puter Science	Information Technology	Digital Literacy	esafety	Year 1-6
	science incl. computational	ental principles of computer algorithms, programming, thinking, testing, debugging, he Internet and the WWW	Applying computer systems to solve problems. Finding things out, exchanging and sharing information, reviewing, modifying and evaluating work	Create digital artifacts, express oneself, develop and present information & ideas using a range of digital technologies	Using technology safely, respectfully and responsibly; safely navigate and evaluate digital tools and artifacts	
Six	iMicrobit	<ul> <li>NC Objectives</li> <li>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li> <li>use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> </ul>				

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