

Computing Progression Document KS1

	FS1	FS2	Year 1	Year 2	
Creating Media	Data Handling -Introduction to data (Adult Supported)	Data Handling -Introduction to data (Adult Supported)	Creating Media Digital Imagery - Microsoft Office 365	Creating Media Stop Motion	
			Autumn 2 - To photography a piece of work in class e.g. Photograph a modal we have made	1. Planning a Photo Story - To understand and create a sequence of pictures - To explain what is happening in a pictorial story -To recognise the importance of sequencing -To know that sequencing is important in Computing -To plan my own pictorial story	1. What is animation? - To understand what animation is -To understand and explain what animation means -To understand how to create a short animation using a flip book -To talk about how animation began
				2. Taking Photos - To take clear photos - To get down to the level of my character -To look at the screen and check what is in frame -To press the button carefully to ensure nothing changes -To understand that moving can create a blurred image -To ensure that my surroundings are bright enough	2. What is stop motion? - To understand what stop motion animation is -To explain what 'stop motion' means -To understand how to create a short animation using animation software -To understand what 'onion skinning' is and how animators use it -To use onion skinning to make small changes to my object to make my animation smooth
				3.Editing Photos - To edit photos -To explain that photos can be changed after they have been taken -To identify ways to improve my photo -To crop, resize and add a colour filter to my photo	3. My first animation - To create a stop motion animation -To understand how to create a short animation using Stop Motion Studio -To use onion skinning to make small changes to my object to make my animation smoother
				4.Searching for images - To search for and import images -To know images can be found online -To think of a keyword to search with -To what to do if I find something uncomfortable	4. Planning my project - To plan my stop motion animation -To work collaboratively with others to plan an animation -To think carefully about keeping my idea simple and easy to animate -To decompose my story into smaller parts
				5. Photo Collage - To create a photo collage -To download the photos I want -To organise them on to the page -To resize and change the orientation of my images -To add numbers to show their order	5. Creating my project- To create my stop motion animation -To use my planning sheet to structure my animation -To work collaboratively -To create an animation of at least 10 frames

Computing Progression Document KS2

Creating Media

	Year 3	Year 4	Year 5	Year 6
	Creating Media Video Trailers - Using iPads	Creating Media Website Design - Microsoft Office 365	Creating Media Stop motion animation	Creating Media History of Computers - Microsoft Office 365
	1. Planning a Book Trailer - To Plan a Book Trailer -To describe the purpose of a book trailer -To pick out the key events in a story -To plan a book trailer	1. Getting to know Microsoft Sway - To explore the features of Microsoft Sway to learn how to create content for a web page -To evaluate websites -To create a web page using Microsoft Sway	1. Animation explored - To understand what animation is -To understand and can explain what 'animation' means -To explain the history of animation -To create my own 19th century animation toy	1. Playing with sound - To tinker with sound -To identify the key features of a radio play -To record sounds to sound recording software -To add tracks in order to include sound effects into my recording
	2. Filming - To take photos or videos to tell a story -To frame shots differently to create the effect I want -To use digital devices to record video or take photos	2. Book review web page - To plan content for a web page as a collaborative online piece of work -To plan the content for my web page -To understand the features of Microsoft Sway -To work collaboratively	2. Exploring stop motion - To understand what stop motion animation is -To understand and can explain what 'stop motion' means -To understand how to create a short animation -To understand what onion skinning is -To can make small changes to my object to make my animation smoother	2. Radio plays - To record, edit and add sound effects to a radio play -To plan and record a radio play -To edit my radio play to remove any mistakes -To add sound effects to my radio play to make it more interesting
	3. Editing the Trailer - To edit a video -To import videos and photos into film editing software - To tinker with film editing software on a tablet -To include important written information to my video	3. Adding features - To create an engaging web page -To transform a Microsoft Word document -To add additional content such as videos and links -To make my page informative and interactive	3. Planning my stop motion project - To plan my stop motion video, thinking about the characters I want to use -To work collaboratively with others to plan a storyboard for an animation -To keep my animation idea simple -To design and create a character that can be used in my animation -To decompose my story into smaller parts	3. The Internet of Things - To identify how data analysis can improve city life -To identify the meaning of the term 'Internet of Things' -To recall how devices can be connected to the 'Internet of Things' - via WiFi or mobile data -To recognise how the IoT has led to Big Data -To link data analytics to improvement in town planning
	4. Transitions & Text - To add text and transitions to a video -To add text to my video - To understand what transitions are in film -To incorporate different transitions in my video	4. Planning my website - To plan and create a website -To plan a website in detail, considering the Microsoft Sway features that I will include -To start to build a website based on my designs -To consider information that other people would find useful and interesting	4. Stop motion creation - To create a stop motion animation -To create a simple animation following my storyboard plan -To change my plan to recognise when something is too difficult to animate -To understand the importance of keeping the camera still and making small movements between shots	4. Computers that changed the world - To research one of the computers that changed the world and present information about it to the class -To present information about one device that changed the world -To research information carefully and recognise whether information is reliable -To know how to correctly cite and record sources for information found on the Internet
	5. Video Reviews - To evaluate video editing -To explain what makes a successful video - To explain what makes a successful book trailer -To think about how I share book recommendations	5. Creating my website - To create a website and evaluate its success -To build a website with relevant headings about a specific topic -To use a range of features on Microsoft Sway -To evaluate my work and others	5. Editing my stop motion project - To edit and assess my stop motion animation -To make small changes to my models to make my animation smoother -To delete frames -To assess my animation	5. Future computer - To design a computer of the future -To understand how computers work To recognise components of a computer and why they are important To know how computers evolved over time To use my understanding of historic computers in order to design a computer of the future