

Progression of skills and knowledge

	STRAND						
YEAR	Programming	Computational thinking	Creativity	Computer networks	Communication/collaboration	Productivity	Progression of skills and
	Planning, writing and testing computer programs for digital devices, from floor turtles to tablets.	Some of the computer science foundations – particularly algorithms, logical reasoning and decomposing problems into smaller parts.	Creating and refining original content using digital tools across a range of media.	Using and understanding the internet, the web and search engines, effectively and safely.	Making the most of computers and the internet for communicating with one or many, and working together on projects.	Collecting and analysing data and information using computers; organising, manipulating and presenting this to an audience.	knowledge
	ENHANCED	ENHANCED	ENHANCED	NEW	ENHANCED	ENHANCED	
1	Unit 1.1 — We are treasure hunters	Unit 1.2 — We are TV chefs	Unit 1.3 — We are painters	Unit 1.4 — We are collectors	Unit 1.5 — We are storytellers	Unit 1.6 — We are celebrating	
2	ENHANCED	NEW	NEW	ENHANCED	ENHANCED	ENHANCED	
	Unit 2.1 – We are astronauts	Unit 2.2 – We are games' testers	Unit 2.3 – We are photographers	Unit 2.4 — We are researchers	Unit 2.5 – We are detectives	Unit 2.6 – We are zoologists	
	ENHANCED	NEW	ENHANCED	NEW	ENHANCED	ENHANCED	
3	Unit 3.1 – We are programmers	Unit 3.2 – We are bug fixers	Unit 3.3 – We are presenters	Unit 3.4 – We are network engineers	Unit 3.5 — We are communicators	Unit 3.6 — We are opinion pollsters	
	NEW	NEW	ENHANCED	NEW	ENHANCED	ENHANCED	
4	Unit 4.1 — We are software developers	Unit 4.2 – We are toy designers	Unit 4.3 — We are musicians	Unit 4.4 — We are html editors	Unit 4.5 – We are co-authors	Unit 4.6 – We are meteorologists	
5	NEW	NEW	ENHANCED	ENHANCED	ENHANCED	ENHANCED	
	Unit 5.1 – We are game developers	Unit 5.2 – We are cryptographers	Unit 5.3 – We are artists	Unit 5.4 — We are web developers	Unit 5.5 – We are bloggers	Unit 5.6 – We are architects	
	NEW	NEW	NEW	NEW	NEW	NEW	
6	Unit 6.5 — We are mobile app developers	Unit 6.2 – We are project managers	Unit 6.6 – We are marketers	Unit 6.1 — We are app planners	Unit 6.4 — We are interface designers	Unit 6.3 — We are market researchers	