

Progression Map Programming

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Term	Spring 1	Spring 1	Spring 1	Spring 1	Spring 1	Spring 1
Unit A	•	•	Sequencing in music <ul style="list-style-type: none"> To know how to create sequences in a block based programme language To know how to make music digitally 	Repetition in shapes <ul style="list-style-type: none"> To know how to use a text based programming language To explore count controlled loops when drawing shapes 	Selection in physical computing <ul style="list-style-type: none"> To explore conditions using a programmable microcontroller. To explore selection using a programmable microcontroller. 	Variables in games <ul style="list-style-type: none"> To understand variables in programming. To explore how variables impact on a program when designing it To be able to create code to produce a game
Term	Summer 2	Summer 2	Summer 2	Summer 2	Summer 2	Summer 2
Unit B	•	•	Events and actions in programs <ul style="list-style-type: none"> To know what an algorithm and a program are To know how to write an algorithm and programs that use a range of events to trigger sequences of actions 	Repetition in games <ul style="list-style-type: none"> To know how to use count controlled loops in a block based programming language To know how to use infinite loops in a block based programming language 	Selection in Quizzes <ul style="list-style-type: none"> To understand selection in programming. To know how to design an interactive quiz To be able to create code to produce an interactive quiz 	Sensing <ul style="list-style-type: none"> To know how to design a project that captures inputs from a physical device To be able to how to create the code to capture inputs from a physical device