



Computing Language Continuum:

As an Apple Distinguished School, digital literacy is embedded throughout daily learning. Every pupil uses technology confidently, creatively and responsibly. Within our structured computing curriculum, we explicitly teach and deepen skills in Digital Literacy & Online Safety (Smart Starts), Animation, Presentation, Sound, AR & VR, Programming, and Photo/Video creation. The language progression below outlines how pupils' computing vocabulary and conceptual understanding develop from EYFS to Year 6, ensuring continuity and mastery across all strands.

EYFS – Exploring and Creating with Technology:

| Focus: Exploration and expressive use of digital tools. | | | | |
|---|--|--|------------------------------------|-------------------------------------|
| General | Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video |
| technology, device, iPad, tablet, screen, camera, app, button, record, play, save | safe, kind, adult, help, online, share | draw, move, picture, colour, make, story | listen, talk, record, voice, music | camera, take, photo, video, picture |

Year 1 – Creating and Communicating Digitally:

| Focus: Understanding basic digital tools and beginning to code simple sequences. | | | | | | |
|---|--|--|--|---|---|--|
| General | Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video | Presentation | Programming |
| technology, device, iPad, tablet, screen, camera, app, button, record, play, save | password, private, respect, search, click, log in, kind online | movement, frame, picture, sequence, motion | voice, record, playback, listen, music, sound effect | capture, photo, image, filter, edit, save | text, image, type, title, slide, font, layout | algorithm, instruction, command, debug |



Year 2 – Developing Control and Creativity:

| Focus: Sequencing ideas, coding patterns, and improving presentation skills. | | | | | |
|--|---|--|--|---|---|
| Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video | Presentation | Programming |
| online identity, permission, safe search, cyberbullying, reliability | frame, speed, movement, loop, character, timeline | record, mix, voice-over, rhythm, edit. | crop, zoom, light, angle, focus, edit. | layout, transition, background, image, text box | sequence, input, output, code block, repeat |

Year 3 – Applying and Refining Digital Skills:

| Focus: Using software purposefully and improving quality through refinement. | | | | | |
|--|--|---|---|---|-------------------------------------|
| Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video | Presentation | Programming |
| copyright, permission, password security, reliability | frame rate, stop-motion, timing, overlay, storyboard | audio track, fade, mix, trim, layer, background music | exposure, import, transition, trim, title | hyperlink, design, theme, template, align, format | variable, loop, logic, event, debug |

Year 4 – Designing and Evaluating Digital Outcomes:

| Focus: Creating purposeful multimedia projects that combine media types. | | | | | |
|--|--|---|--|---|---|
| Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video | Presentation | Programming |
| online reputation, bias, report, collaborate | timeline, movement path, keyframe, layer | mix, equaliser, volume, fade-in/out, edit track | composition, framing, perspective, pan, export | transition, hyperlink, narration, embedded media, presentation flow | conditional, variable, loop, sensor, input/output |



Year 5 – Innovating with Digital Tools:

| Focus: Using advanced tools and collaborative platforms for authentic digital projects. | | | | | | |
|---|--|---|---|---|---|--|
| Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video | Presentation | Programming | AR & VR |
| data protection, plagiarism, misinformation, wellbeing | motion path, special effects, audio sync, green screen | multitrack, editing, background track, tempo, pitch | depth, saturation, exposure, angle, montage | transition timing, hyperlinking, video embedding, interactive slide | decomposition, algorithm, debugging, simulation | model, 3D, environment, interaction, perspective |

Year 6 – Mastering and Leading with Technology:

| Focus: Using advanced tools and collaborative platforms for authentic digital projects. | | | | | | |
|---|--|---|--|---|--|---|
| Digital Literacy / Online Safety | Animation / Presentation | Sound | Photo/Video | Presentation | Programming | AR & VR |
| encryption, digital footprint, phishing, ethics, balance, consent | transition, layering, movement path, cinematic sequence, rendering | soundtrack, podcast, equalise, compress, export | edit suite, overlay, cinematic, rendering, export, publish | keynote, audience, design consistency, publish, present | algorithm efficiency, AI, system, logic gate, variable, data structure | augmented, virtual, immersive, simulation, spatial design |