



Computing Curriculum Overview

KS1 N.C. Statements

Y1

Autumn	Spring	Summer
<p>Unit 1.1 Online Safety</p> <p>Unit 1.9 Technology outside school</p>	<p>Unit 1.2 Grouping & Sorting</p> <p>Unit 1.3 Pictograms</p>	<p>Unit 1.4 Lego Builders</p> <p>Unit 1.5 Maze Explorers</p>
<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none"> • 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. 	<p><u>Information Technology:</u></p> <ul style="list-style-type: none"> • Use technology purposefully to create, organise, store, manipulate and retrieve digital content. 	<p><u>Computer Science:</u></p> <ul style="list-style-type: none"> • Use logical reasoning to predict the behaviour of simple programs. • Create and debug simple programs. • Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

Y2

Autumn	Spring	Summer
<p data-bbox="344 277 533 347">Unit 2.1 Online Safety</p>	<p data-bbox="1003 277 1232 347">Unit 2.8 Presenting Ideas</p>	<p data-bbox="1742 277 1859 347">Unit 2.1 Coding</p>
<p data-bbox="107 475 322 504"><u>Digital Literacy:</u></p> <ul data-bbox="156 545 752 801" style="list-style-type: none"><li data-bbox="156 545 752 737">• 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 data-bbox="156 740 752 801">• Recognise common uses of information technology beyond school.	<p data-bbox="788 475 1124 504"><u>Information Technology:</u></p> <ul data-bbox="837 545 1420 641" style="list-style-type: none"><li data-bbox="837 545 1420 641">• Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	<p data-bbox="1469 475 1733 504"><u>Computer Science:</u></p> <ul data-bbox="1518 577 2078 833" style="list-style-type: none"><li data-bbox="1518 577 2078 641">• Use logical reasoning to predict the behaviour of simple programs.<li data-bbox="1518 644 2078 676">• Create and debug simple programs.<li data-bbox="1518 679 2078 833">• Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

KS2 N.C. Statements

Y3/4

Autumn	Spring	Summer
<p>Unit 3.2 / Unit 4.2 Online safety</p> <p>Unit 3.5 / Unit 4.4 Email (including email safety)</p>	<p>Unit 3.3 / Unit 4.3 Spreadsheets</p> <p>Unit 3.4 Touch Typing</p>	<p>Unit 3.1 / Unit 4.1 Coding</p>
<p><u>Digital Literacy:</u></p> <ul style="list-style-type: none">• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.	<p><u>Information Technology:</u></p> <ul style="list-style-type: none">• Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.• 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.	<p><u>Computer Science:</u></p> <ul style="list-style-type: none">• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.• Use sequence, selection and repetition in programs; work with variables and various forms of input and output.• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.• 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.

Y5/6

Autumn	Spring	Summer
<p data-bbox="320 316 562 384">Unit 5.2 / Unit 6.2 Online safety</p> <p data-bbox="327 435 555 504">Unit 6.4 Blogging & Email</p>	<p data-bbox="1032 316 1216 384">Unit 5.3 Spreadsheets</p> <p data-bbox="1055 435 1193 504">Unit 5.4 Databases</p>	<p data-bbox="1682 316 1924 384">Unit 5.1 / Unit 6.1 Coding</p> <p data-bbox="1709 435 1897 504">Unit 5.5 Game Creator</p> <p data-bbox="1693 515 1912 619"><u>OR</u> Unit 6.5 Text Adventures</p>
<p data-bbox="107 671 320 699"><u>Digital Literacy:</u></p> <ul data-bbox="159 743 752 900" style="list-style-type: none">• Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact. <p data-bbox="107 946 365 973"><u>Computer Science:</u></p> <p data-bbox="107 1013 757 1169">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.</p>	<p data-bbox="797 671 1128 699"><u>Information Technology:</u></p> <ul data-bbox="848 743 1442 1129" style="list-style-type: none">• Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.• 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.	<p data-bbox="1476 671 1733 699"><u>Computer Science:</u></p> <ul data-bbox="1527 775 2121 1166" style="list-style-type: none">• Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.• Use sequence, selection and repetition in programs; work with variables and various forms of input and output.• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.