Computing Curriculum Overview 23-24

	Autumn		Spring		Summer	
EYFS	See: Laying the Foundations					
Year 1	Exploring Purple Mash Logging in/passwords 1.1	Technology outside school	Creating Pictures	Animated Story Books (e books)	Lego Builders & Code-a-pillars	Spreadsheets
Year 2	Effective Searching	Presenting Ideas	Pages (Science Animals inc Humans)	iMovie (Science - Plants)	Coding – scratch	Spreadsheets
Year 3	Touch Typing	Email	Spreadsheets	Coding – scratch	Presenting – keynote (Science - rocks)	Programming - spheros
Year 4	Effective Searching	Animations (PSHE – Families and Friendships)	Spreadsheets	Writing for Different Purposes (newspaper report)	Coding - scratch	Programming - spheros Hardware Investigators
Year 5	Word Processing	Databases	Spreadsheets	Game Creator	Coding – scratch	Programming - Micro:bits
Year 6	Pages (History - WWII)	Blogging (History - WWII) & Networks	Spreadsheets	Presenting – keynote (Science - evolution)	Coding – scratch	Programming - Micro:bits

KS1

Computer Science

To understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.

To create and debug simple programs.

To use logical reasoning to predict the behaviour of simple programs.

Information Technology

To use technology purposefully to create, organise, store, manipulate and retrieve digital content.

Digital Literacy

To recognise common uses of information technology beyond school. To use technology safely and respectfully, keeping personal information private; identify where to go for help and support when there is a concern about content or contact on the internet or other online technologies.

KS2

Computer Science

To design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

To use sequence, selection, and repetition in programs, work with variables and various forms of input and output.

To use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

Information Technology

To 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.

To use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.

To 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.

Digital Literacy

use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Impact of Computing

Autumn 1	Smart Rules Self image and identity
Autumn 2	Online Relationships Online Reputation
Spring 1	Online bullying Managing online information
Spring 2	Health, Wellbeing and Lifestyle Privacy and Security
Summer 1	Copyright and ownership
Summer 2	Recap and review