

Bream C of E Primary School

Helping all children to become caring, confident and curious young people

'Be the best you can be; together we grow from acorns to oaks flourishing in God's love'

Computing Curriculum Skills Progression Document

Intent

To increase pupils' prospects by:

1. Individual growth and aspiration

Computing at Bream will enable pupils to:

- Be aware of the jobs that require computational/IT skills and through school visitors and events like 'Bring a Job to School Week' widen their understanding of jobs available to them with this subject interest.
- Remind pupils of the importance of leaving a positive digital footprint, what this means to them as an individual as they grow up but also the impact it may have on others.
- Understand the pros and cons of online gaming and potential risks they may encounter.

2. Individual cultural identity, global citizenship and equality of all

- Recognise that technology is continually growing and developing at different speeds globally.
- Understand that technology enables individuals to access the curriculum and can support citizens in different areas of their lives.
- Ensure they are aware of online dangers and strategies in order to keep themselves and others safe.
- Know how technology is used differently across the world and how it can be used to communicate nationally and globally.

3. Media skills and communication

- express themselves in a way that they feel comfortable using media in a safe platform.
- Communicate to others with confidence with an understanding of the purpose and importance of the audience.
- Become familiar & confident with a range of software/apps, which will allow them to choose a preference when communicating to others.
- Have an awareness that online usage can have an effect on mental health & wellbeing and be able to spot the signs or know where to be

signposted for support.

4. Participatory citizenship and entrepreneurship

- Understand their role when being online and how to effectively communicate with others.
- Understand how their ideas can be shared with technology – promoting ideas, celebrating and publishing.
- Think creatively about how digital technologies can enable ideas/proposals of individuals' entrepreneurship.
- Support and track progress/movement of others incorporating skills from other subjects. E.g. map skills, fundraising, distance

5. Responsibility of the environment, well-being and a sustainable future

- Leave a positive digital footprint whenever using online technologies.
- Understand the importance that too much screen time can damage a person's mental well-being.
- Appreciate that technology is developing around us and our children's future will not be the same as now.
- promote geocaching and the use of technology to support active wellbeing e.g. fitness apps, pedometers

Implementation

Our scheme of work for Computing is adapted from the 'Teach Computing' Curriculum as well as elements of 'Purple Mash' and covers all aspects of the National Curriculum. This scheme was chosen as it has been created by subject experts and based on the latest pedagogical research. It provides an innovative progression framework where computing content (concepts, knowledge, skills and objectives) has been organised into interconnected networks called learning graphs.

The curriculum aims to equip young people with the knowledge, skills and understanding they need to thrive in the digital world of today and the future. The curriculum can be broken down into 3 strands: computer science, information technology and digital literacy, with the aims of the curriculum reflecting this distinction.

The national curriculum for computing aims to ensure all pupils:

can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation (Computer science)

can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems (Computer science)

can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems (Information technology)

Are responsible, competent, confident and creative users of information and communication technology. (Digital literacy)

Impact

At Bream, we encourage our children to enjoy and value the curriculum we deliver. We will constantly ask the WHY behind their learning and not just the HOW. We want learners to discuss, reflect and appreciate the impact computing has on their learning, development and well-being. Finding the right balance with technology is key to an effective education and a healthy life-style. We feel the way we implement computing helps children realise the need for the right balance and one they can continue to build on in their next stage of education and beyond. We encourage regular discussions between staff and pupils to best embed and understand this.

The way pupils showcase, share, celebrate and publish their work will best show the impact of our curriculum. We also look for evidence through reviewing pupil's knowledge and skills digitally through tools like Purple Mash and observing learning regularly.

Progress of our computing curriculum is demonstrated through outcomes and recorded on Insight.

Primary Computing Skills and Knowledge Progression

Year 1

	Computer Science			Information Technology	Digital Literacy	
Statement	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Create and debug simple programs.	Use logical reasoning to predict the behaviour of simple programs.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Recognise common uses of information technology beyond school.	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.
Outcome	<i>Children understand that an algorithm is a set of instructions used to solve a problem or achieve an objective. They know that a computer program turns an algorithm into code that the computer can understand</i>	<i>Children can work out what is wrong with a simple algorithm when the steps are out of order, e.g. The Wrong Sandwich in Purple Mash and can write their own simple algorithm, e.g. Colouring in a Bird activity. Children know that an unexpected outcome is due to the code they have created and can make logical attempts to fix the code, e.g. Bubbles activity in 2Code.</i>	<i>When looking at a program, children can read code one line at a time and make good attempts to envision the bigger picture of the overall effect of the program. Children can, for example, interpret where the turtle in 2Go challenges will end up at the end of the program.</i>	<i>Children are able to sort, collate, edit and store simple digital content e.g. children can name, save and retrieve their work and follow simple instructions to access online resources, use Purple Mash 2Quiz example (sorting shapes), 2Code design mode (manipulating backgrounds) or using pictogram software such as 2Count</i>	<i>Children understand what is meant by technology and can identify a variety of examples both in and out of school. They can make a distinction between objects that use modern technology and those that do not e.g. a microwave vs. a chair.</i>	<i>Children understand the importance of keeping information, such as their usernames and passwords, private and actively demonstrate this in lessons. Children take ownership of their work and save this in their own private space such as their My Work folder on Purple Mash.</i>

Year 2

	Computer Science			Information Technology	Digital Literacy	
Statement	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	Create and debug simple programs.	Use logical reasoning to predict the behaviour of simple programs.	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Recognise common uses of information technology beyond school.	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.
Outcome	Children can explain that an algorithm is a set of instructions to complete a task. When designing simple programs, children show an awareness of the need to be precise with their algorithms so that they can be successfully converted into code.	Children can create a simple program that achieves a specific purpose. They can also identify and correct some errors, e.g. Debug Challenges: Chimp. Children's program designs display a growing awareness of the need for logical, programmable steps.	Children can identify the parts of a program that respond to specific events and initiate specific actions. For example, they can write a cause and effect sentence of what will happen in a program.	Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches. Children are able to edit more complex digital data such as music compositions within 2Sequence . Children are confident when creating, naming, saving and retrieving content. Children use a range of media in their digital content including photos, text and sound.	Children can effectively retrieve relevant, purposeful digital content using a search engine. They can apply their learning of effective searching beyond the classroom. They can share this knowledge, e.g. 2Publish example template . Children make links between technology they see around them, coding and multimedia work they do in school e.g. animations , interactive code and programs .	Children know the implications of inappropriate online searches. Children begin to understand how things are shared electronically such as posting work to the Purple Mash display board. They develop an understanding of using email safely by using 2Respond activities on Purple Mash and know ways of reporting inappropriate behaviours and content to a trusted adult.

Year 3

	Computer Science				Information Technology		Digital Literacy
Statement	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.	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.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.
Outcome	Children can turn a simple real-life situation into an algorithm for a program by deconstructing it into manageable parts. Their design shows that they are thinking of the desired task and how this translates into code. Children can identify an error within their program that prevents it following the desired algorithm and then fix it.	Children demonstrate the ability to design and code a program that follows a simple sequence. They experiment with timers to achieve repetition effects in their programs. Children are beginning to understand the difference in the effect of using a timer command rather than a repeat command when creating repetition effects.	Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, repetition and use of timers. They make good attempts to 'step through' more complex code in order to identify errors in algorithms and can correct this. e.g. In programs such as Logo, they can 'read' programs with several steps and predict the outcome accurately.	Children can list a range of ways that the Internet can be used to provide different methods of communication. They can use some of these methods of communication, e.g. being able to open, respond to and attach files to emails using 2Email. They can describe appropriate email conventions when communicating in this way.	Children can carry out simple searches to retrieve digital content. They understand that to do this, they are connecting to the internet and using a search engine such as Purple Mash search or internet-wide search engines.	Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database (2Question), using software such as 2Graph . Children can consider what software is most appropriate for a given task. They can create purposeful content to attach to emails, e.g. 2Respond .	Children demonstrate the importance of having a secure password and not sharing this with anyone else. Furthermore, children can explain the negative implications of failure to keep passwords safe and secure. They understand the importance of staying safe and the importance of their conduct when using familiar communication tools such as 2Email in Purple Mash. They know more than one way to report unacceptable content and contact.

Year 4

	Computer Science				Information Technology		Digital Literacy
Statement	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.	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.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.
Outcome	<i>When turning a real-life situation into an algorithm, the children's design shows that they are thinking of the required task and how to accomplish this in code using coding structures for selection and repetition. Children make more intuitive attempts to debug their own programs.</i>	<i>Children's use of timers to achieve repetition effects are becoming more logical and are integrated into their program designs. They understand 'IF statements' for selection and attempt to combine these with other coding structures including variables to achieve the effects that they design in their programs. As well as understanding how variables can be used to store information while a program is executing, they are able to use and manipulate the value of variables. Children can make use of user inputs and outputs such as 'print to screen'. e.g. 2Code.</i>	<i>Children's designs for their programs show that they are thinking of the structure of a program in logical, achievable steps and absorbing some new knowledge of coding structures. For example, 'IF' statements, repetition and variables. They can trace code and use step-through methods to identify errors in code and make logical attempts to correct this. In programs such as Logo, they can 'read' programs with several steps and predict the outcome accurately.</i>	<i>Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability to understand the online safety implications associated with the ways the internet can be used to provide different methods of communication is improving.</i>	<i>Children understand the function, features and layout of a search engine. They can appraise selected webpages for credibility and information at a basic level.</i>	<i>Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as <u>2Connect</u> and <u>2Publish+</u>. Children share digital content within their community, i.e. using Virtual <u>Display Boards</u>.</i>	<i>Children can explore key concepts relating to online safety using concept mapping such as <u>2Connect</u>. They can help others to understand the importance of online safety. Children know a range of ways of reporting inappropriate content and contact.</i>

Year 5

	Computer Science				Information Technology		Digital Literacy
Statement	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.	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.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.
Outcome	<i>Children may attempt to turn more complex real-life situations into algorithms for a program by deconstructing it into manageable parts. Children are able to test and debug their programs as they go and can use logical methods to identify the approximate cause of any bug but may need some support identifying the specific line of code.</i>	<i>Children can translate algorithms that include sequence, selection and repetition into code with increasing ease and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures. They are combining sequence, selection and repetition with other coding structures to achieve their algorithm design.</i>	<i>When children code, they are beginning to think about their code structure in terms of the ability to debug and interpret the code later, e.g. the use of tabs to organise code and the naming of variables</i>	<i>Children understand the value of computer networks but are also aware of the main dangers. They recognise what personal information is and can explain how this can be kept safe. Children can select the most appropriate form of online communications contingent on audience and digital content, e.g. 2Blog, 2Email, Display Boards.</i>	<i>Children search with greater complexity for digital content when using a search engine. They are able to explain in some detail how credible a webpage is and the information it contains.</i>	<i>Children are able to make appropriate improvements to digital solutions based on feedback received and can confidently comment on the success of the solution. e.g. creating their own program to meet a design brief using 2Code. They objectively review solutions from others. Children are able to collaboratively create content and solutions using digital features within software such as collaborative mode. They are able to use several ways of sharing digital content, i.e. 2Blog, Display Boards and 2Email.</i>	<i>Children have a secure knowledge of common online safety rules and can apply this by demonstrating the safe and respectful use of a few different technologies and online services. Children implicitly relate appropriate online behaviour to their right to personal privacy and mental wellbeing of themselves and others.</i>

Year 6

Year 6		Computer Science				Information Technology		Digital Literacy
Statement	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.	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.	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concern about content and contact.	
Outcome	Children are able to turn a more complex programming task into an algorithm by identifying the important aspects of the task (abstraction) and then decomposing them in a logical way using their knowledge of possible coding structures and applying skills from previous programs. Children test and debug their program as they go and use logical methods to identify the cause of bugs, demonstrating a systematic approach to try to identify a particular line of code causing a <u>problem</u> .	Children translate algorithms that include sequence, selection and repetition into code and their own designs show that they are thinking of how to accomplish the set task in code utilising such structures, including nesting structures within each other. Coding displays an improving understanding of variables in coding, outputs such as sound and movement, inputs from the user of the program such as button clicks and the <u>value of functions</u> .	Children are able to interpret a program in parts and can make logical attempts to put the separate parts of a complex algorithm together to explain the <u>program as a whole</u> .	Children understand and can explain in some depth the difference between the internet and the World Wide Web. Children know what a WAN and LAN are and can describe how they access the <u>Internet in school</u> .	Children readily apply filters when searching for digital content. They are able to explain in detail how credible a webpage is and the information it contains. They compare a range of digital content sources and are able to rate them in terms of content quality and accuracy. Children use critical thinking skills in everyday use of online communication.	Children make clear connections to the audience when designing and creating digital content. The children design and create their own blogs to become a content creator on the Internet, e.g. <u>2Blog</u> . They are able to use criteria to evaluate the quality of digital solutions and are able to identify improvements, making some refinements.	Children demonstrate the safe and respectful use of a range of different technologies and online services. They identify more discreet inappropriate behaviours through developing critical thinking, e.g. <u>2Respond</u> activities. They recognise the value in preserving their privacy when online for their own and other people's safety.	

Life enhancing experiences

Life Enhancing Experiences (LEEs):

Throughout their Bream learning journey pupils will participate in the following experiences, as often as possible to enhance their lives: Adventurous activities, cooking healthy meals, using different forms of transport, working with the older generation, representing their school in sporting events

With the supporting choices of: Visiting museums, going to farms and religious places of interest, receiving career advice, participating in residential trips, teaching someone else, meeting different cultures/races/sexualities, linking with different countries/schools, tasting a variety of different foods and participating in performances

Digital Futures: Key Strands



Self-image and identity

This strand explores the differences between online and offline identity beginning with self-awareness, shaping online identities and how media impacts on gender and stereotypes. It identifies effective routes for reporting and support and explores the impact of online technologies on self-image and behaviour.



Online relationships

This strand explores how technology shapes communication styles and identifies strategies for positive relationships in online communities. It offers opportunities to discuss relationships and behaviours that may lead to harm and how positive online interaction can empower and amplify voice.



Online reputation

This strand explores the concept of reputation and how others may use online information to make judgements. It offers opportunities to develop strategies to manage personal digital content effectively and capitalise on technology's capacity to create effective positive profiles.



Online bullying

This strand explores bullying and other online aggression and how technology impacts those issues. It offers strategies for effective reporting and intervention and considers how bullying and other aggressive behaviour relates to legislation.



Managing online information

This strand explores how online information is found, viewed and interpreted. It offers strategies for effective searching, critical evaluation and ethical publishing.



Health, well-being and lifestyle

This strand explores the impact that technology has on health, well-being and lifestyle. It also includes understanding negative behaviours and issues amplified and sustained by online technologies and the strategies for dealing with them.



Privacy and security

This strand explores how personal online information can be used, stored, processed and shared. It offers both behavioural and technical strategies to limit impact on privacy and protect data and systems against compromise.



Copyright and ownership

This strand explores the concept of ownership of online content. It explores strategies for protecting personal content and crediting the rights of others as well as addressing potential consequences of illegal access, download and distribution.

Subject Knowledge & skills	Specific Vocab	Resources Included here LEEs
I pads – mainly for the children to photograph their work, select the image, and send to the photocopier: use it to write on and say what they have made etc. Use of mini scheme to aid in developing competency in logging into and using purple mash. Remote control cars Beebots – select buttons and functions to enable the bee bot to move. Know how to clear the instruction to begin again – used when we cover position and direction in maths. Smart Board and a range of interactive games alongside identifying the internet stores lots of information and can be helpful – we use as a class when we look at non-fiction or want to answer a question. Technology in early years has predominantly been stopwatches / digital clocks, fairy lights, roll play toys such as toy microwave and drills etc. Light boxes, torches, walkie-talkies etc. (some of which we have) <u>Online Safety (as part of PSHE) 1 Term per year</u> Digital Literacy Begin to know how to use technology safely, keep personal information private. Recognise common uses of technology beyond school. To identify the many uses of digital technology. To explore new individuals within the class use digital technology and for what purpose. Whole class brainstorming session Use clip: https://www.bbc.co.uk/bitesize/clips/zqkj2hv Using computers on our everyday lives. Identify things they like to do. Identify things they do or know about to keep safe.	iPad device camera beebot	Remote control cars Classroom Smartboard iPad Technology devices – including role play areas e.g. microwave

1. To begin to know what people we meet online are strangers and cannot necessarily be trusted. To begin to understand that attachments and pop ups should not be opened without checking they are safe first. 2. Watch (You Tube) CEOP KS1 Film : 'Lee & Kim' Cartoon Suitable 5 yrs -- 7 yrs Discuss the word 'stranger' 3. To begin to understand what personal information is and how to keep it safe. To know when it is and is not safe to share personal information online. To know what a password is for. Hector video's 4. To understand that sometimes things do not appear quite 'right' online and can be dangerous or distressing. To know when to ask an adult for help or advice. To identify personal 'safe' adults who children can trust about online worries. Use Smartie the penguin – story and discussion points. Smartie advice speech bubbles. Hectors World 5. To begin to recognise positive, healthy and respectful online friendships. Begin to recognise the effects of online behaviour on others. Read and discuss the Digiduck story & discuss being nice online/making the right decisions.		
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Key Stage 1

Computing Objectives

- ♣ recognise common uses of information technology beyond school
- ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content
- ♣ 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.
- ♣ use logical reasoning to predict the behaviour of simple programs
- ♣ create and debug 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
- ♣ use logical reasoning to predict the behaviour of simple programs
- ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content

- ♣ create and debug simple programs
- ♣ use logical reasoning to predict the behaviour of simple programs

Year 1

Unit	Online Safety	Grouping & Sorting	Pictograms	Lego Builders	Maze explorers	Animated story books	Coding	spreadsheets	Tech outside of school
Children will know	Knows how to log in safely. - Knows how to navigate to a document area where saved work by child can be found. - Knows how to use search to locate applications or resources on a platform such as Purple Mash. - Knows how to enhance work by adding multimodal items such as text and images. - Knows how to open, save and print work. - Knows the importance of logging out of an account.	- Knows how to sort items using a range of criteria. - Knows how to use software for grouping items such as tools within Purple Mash.	- Knows that data can be represented in a picture format e.g. pictogram. - Knows how to contribute to a class pictogram. - Knows how to use a software such as 2Count to record results of an experiment into a pictogram format.	- Knows how to compare the effects of adhering strictly to instructions when completing tasks without complete instructions. - Knows how to follow and create simple instructions on the computer - Knows that the order of instructions affects the end result for a given instructional task.	- Knows the functionality of the direction keys in 2GO. - Knows how to create and debug a set of simple instructions (algorithm). - Knows how to use the additional direction keys within 2Go as part of an algorithm. - Knows how to change and extend the algorithm list in 2Go.	Knows what e-books are. - Knows of software such as 2Create a Story that allows users to create interactive stories. - Knows how to add animation to an interactive story. - Knows how to add sound, including voice recordings and music to a story they have created using software. - Beginning to know how to work on more complex digital stories, including adding backgrounds, copying and pasted pages.	- Knows what instructions are and can predict what might happen when they are followed. - Knows how to plan and make a simple computer program e.g. fish moves right, crab moves up. - Knows what objects, actions and backgrounds are within a coding environment. - Knows what an event is and knows how to use an event to control an object. - Beginning to know how code executes when a program is run.	- Knows what a spreadsheet program environment looks like including cells, rows and columns. - Knows basically what a spreadsheet program can help do. - Knows how to enter data into spreadsheet cells. - Knows how to add images to cells. - Knows how to use some tools within spreadsheets e.g. with 2Calculate can use lock cell,	Knows that technology is a use of knowledge to invent new devices or tools. - Knows that throughout history, technology has made people's lives easier. - Knows that technology is used within school and outside of school. - Knows where examples of technology can be found both in and out of school.

Trust, Friendship, Respect, Forgiveness, Courage, Truthfulness

						• Knows how to share digital stories with others such as using Digital Display Boards		move cell, speak and count.	
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Unit	Online safety	Coding	Spreadsheets	Questioning	Effective searching	Creating pictures	Making music	Presenting ideas
Children will know	Knows how searches can be refined when searching digitally and therefore attempts refining when searching. - Knows that digitally created work can be shared with others e.g. Purple Mash Display Boards. - Has knowledge and understanding about sharing more globally on the Internet. - Knows that email is a type of communication tool. - Knows how to open and send simple online communications in the form of email e.g. 2Email (virtual email client). - Knows that there is an appropriate way to communicate	- Knows what an algorithm is and can explain that it is a set of instructions and that algorithms follow a sequence. - Knows how to create a computer program using an algorithm. - Knows how to create a computer program from a given design. - Knows that collision detection is an event type in coding. - Knows how to design an algorithm that follows a timed sequence. - Knows that different objects within the coding environment have different properties. - Knows that	- Secures knowledge from prior year when spreadsheets were introduced (See unit 1.8). - Knows how to use prior learning to perform composite task of creating a counting machine using software such as 2Calculate (image, lock move cell, speak and count tools). - Knows how to copy, cut and paste in spreadsheet software such as 2Calculate. - Knows what totalling tools are and how to use them. - Knows how to use a spreadsheet to perform calculations for purpose. For example, adding and totalling money. - Knows how to use some tools within a	- Knows that pictograms provide limited information. - Knows that there are other data handling tools that can give more information than pictograms. - Knows how to use yes/no questions to separate information. - Knows how to construct a binary tree to identify items. - Knows how to use a binary tree database (such as 2Question), to answer questions. - Knows how to use a database to answer more complex search questions. - Knows how to use a search	Knows the meaning of key Internet and searching terms. - Knows the basic parts of a web search engine page. - Knows how to navigate a web search results page. - Knows how to search the Internet to some degree for answers to a quiz. - Knows the premise of what effective Internet searching is.	Knows the purpose and benefits of painting software tools such as 2Paint a Picture. - Knows how to recreate Impressionism, surrealism and Pointillism using features within 2Paint a Picture. - Knows how to reproduce the style of William Morris by using repeating patterns, manipulating patterns and adding multiple effects in painting software such as 2Paint a picture.	- Knows how to make forms of music (digitally) using age-appropriate software such as 2Sequence. - Knows how to edit and combine sounds using 2Sequence. - Knows how to refine composed music. - Knows how to upload/import and record sounds beyond the software environment.	Know that digital content can be presented in many different forms e.g. stories. - Know how to use presentational or interactive software such as a quiz, making improvements to it based on people feedback. - Know that data can be structured in tables to make it useful for an audience. - Know how to add images such as clipart and photos to presentational software. - Know how to collect, organise and present data and information in digital format.

	with others in an online situation. • Knows that information put online leaves a digital footprint. • Knows some steps that can be taken to keep personal data and hardware secure.	there are different events in coding and knows what some of these events are. • Knows the function of buttons in the coding environment. • Knows how to interpret and debug simple programs.	spreadsheet to support calculations. For example, using the equals tool in 2Calculate to check calculations. • Knows how to create a manual block graph within a spreadsheet from data.	feature at a basic level when trying to locate data within a database such as 2Investigate.				
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Lower Key Stage 2

Computing Objectives

- 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.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
- 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
- Use technology safely, respectfully and responsibly
- 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
- 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
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- Use sequence, selection, and repetition in programs; work with variables and various forms of input and output
- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
- 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
- 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

Year 3

Unit	Online safety	Coding	Spreadsheets	Touch Typing	Email	Branching databases	Simulations	Graphing	Presenting
Children will know	• Knows what makes a safe password and how to keep it safe. • Knows the main outcomes of not keeping passwords safe. • Knows all the common ways the Internet enables people to effectively communicate. • Know that a blog can be used to help communicate with a wider audience. • Know how to contribute to	• Knows what a flowchart is and how flowcharts are used in computer programming. • Knows how to use a flowchart to create a computer program. • Knows that there are different types of timers used in coding environments such as 2Code. • Knows which timer should be used for a given purpose. • Know what a repeat command is and how to use the repeat command. • Know how to create a range of programs using coding knowledge.	• Know how to create tables of data within a spreadsheet. • Know how to use a spreadsheet program to automatically create charts and graphs from data. • Know how to use various features within a spreadsheet to support solutions to calculations. For example, 'more than', 'less than', and 'equals'. • Know how to describe a cell	- Know typing terminology including names of fingers. • Know the home, top and bottom row sections on a keyboard. • Knows the keys typed with left hand. • Knows the keys typed with right hand. • Knows the correct way to sit at a keyboard.	• Know the different methods of communication and know the strengths and weaknesses of his form. • Know how to open and responding to email. • Know how to use an address book to write an email. • Know how to use an email environment safely including the importance of the draft feature. • Know how to	• Know how to sort objects using just YES/NO. • Know how YES/NO questions are structured and answered. • Know how to complete a branching database. • Know how to edit and adapt a branching database. • Know how to create a branching database including debugging it.	- Know that a computer simulation can represent real and imaginary situations. • Know advantages and problems of using simulations. • Know how to use a simple simulation to try out different options and test predictions. • Begin to know how to evaluate simulations by comparing them with	- Know how to set up a graph with a given number of fields using graphing software (2Graph). • Know how to enter data for a graph. • Know how to select the most appropriate chart type for their data and explain reasoning. • Know how to sort data in graphing software to enable easier analysis.	- Know what presentation is and how it can be used. • Know how to add pages/slides, text and shapes to pages, and also format them. • Know how to add media such as images, audio and videos. • Know how to use effects and features such as animations and slide transitions. • Know how timings can

Trust, Friendship, Respect, Forgiveness, Courage, Truthfulness

	a blog with clear and appropriate messages. • Know that some information held on websites may not be accurate or true. • Beginning to know how to search the Internet and how to think critically about the results returned. • Know why there are age restrictions on digital media and devices. • Know where to turn to for help if they see inappropriate content or have inappropriate contact from others.	• Know how to run, test and debug their own programs. • Know what nesting is and that this should be considered when debugging. • Know how to change attributes/properties of any objects in a program they have made.	location in a spreadsheet. • Know how to find specified locations in a spreadsheet.		add attachments to an email		real simulations and considering their usefulness.		help when presenting and know how to include them in presentations. • Know how to effectively present to an audience using presentation software.
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Unit	Online safety	Coding	Spreadsheets	Writing for different audiences	Logo	Animation	Effective searching	Hardware investigators	Making music
Children will know	• Know that information put online leaves a digital footprint or trail and can expand on prior years' scope of this fact. • Know some of the ways children can protect themselves from online identity theft. • Know that information put online by users could be used for identity theft. • Know the main risks and benefits of installing software and	- Begin to know what selection is in computer programming. • Know how an IF statement works. • Know how to interpret an IF statement and therefore know how to create a program that includes an IF statement. • Know how to use co-ordinates in computer programming. • Know what the 'repeat until' command is. • Know how an IF/ELSE statement	- Know what cell formatting is. • Know how to format cells as currency, percentage, decimal or fraction. • Know how to use formula wizard tools. • Know how to combine spreadsheet tools to create a purposeful spreadsheet e.g. a timed times table test. • Know how to use a spreadsheet to model a real-life situation e.g. budget planner.	- Know how font size and style can affect the impact of a text. • Know how to use a simulated scenario to produce a news report and campaign using technology	• Know the structure of the coding language of Logo. • Know how to input simple instructions in Logo language environment. • Know how to create letter shapes using Logo. • Know what the repeat function in Logo is and its usefulness. Use it to create shapes such as squares. • Know what procedures are and use this knowledge to build	- Know how animations are created by hand. • Know how animations are created using computers. • Know what onion skinning is when referring to animation. • Know that animations can be enhanced using features in software such as background and sounds. • Know what 'stop motion' animation is	• Know how to find information from a search results page. • Know how to search effectively to find out information. • Know how to identify if an information source is true and reliable.	- Know there are key parts that make up a computer. • Know what each of the key parts is called and the function of them.	- Know the main elements of music. • Know what rhythm and tempo is and able to use this knowledge to experiment with it. • Know that computers can be used to create music compositions. • Know how to apply knowledge of music to create own composition using software.

	applications. • Know that copying work of others and presenting it as their own is plagiarism. • Knows the consequences of plagiarism. • Knows appropriate behaviour when participating or contributing to collaborative online projects for learning. • Know some of the main positive and negative influences technology has on health and the environment. • Knows the importance of balancing screen time with non-screen time.	works. • Know what a variable is in programming. • Know how to use variables within their programs. • To know how to create a playable game using a block coding environment.	• Know how to add a formula to a cell in order to		procedures in Logo.				
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Trust, Friendship, Respect, Forgiveness, Courage, Truthfulness

Upper Key stage 2
Computing Objectives

- 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
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts
- Solve problems by decomposing them into smaller parts
- use sequence, selection, and repetition in programs; work with 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
- Work with variables and various forms of input
- Design, write and debug programs that accomplish specific goals
- 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
- 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
- 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) to create content that accomplishes given goals, including collecting data and information
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Year 5

Unit	Online safety	Coding	Spreadsheets	Databases	Game creator	Modelling	Concept maps	Word processing	External devices
Children will know	• Know in more detail from prior learning of the impact that sharing digital content can have. • Know how to think critically about information they share online. • Know responsibilities they have for themselves and others regarding online behaviour. • Know and have developed knowledge from prior years about maintaining secure passwords. • Know about image	• Begin to know how to simplify code in order to make own programming more efficient. • Know how to create a simple simulation using 2Code. For example, a traffic light sequence. • Know what decomposition and abstraction are in computer science. • Know the need to start coding at a basic level of abstraction to remove superfluous details from own programs. • Know how to use	• Know how to use formulae within a spreadsheet to convert measurements of length and distance. • Know how to use more advanced formulae effectively. For example, to use formulae to calculate area and perimeter of shapes. • Know how to create formulae that use text variables. • Know how to use tools within a spreadsheet e.g. 2Calculate and the count tool to answer hypotheses.	- Know how to search for information within a database. • Know the different ways to search for information in a database. • Know how to add information into a shared database. • Know how to create own database. • Know how to create new records. • Know what fields are and know how to correctly add information. • Know how to phrase questions so they can be correctly answered using	- Know what some of the main elements are that make a successful game. • Know how to plan a playable game. • Know how to incorporate media such as sound and images. • Know how to manipulate media including adding animation. • Know how to successfully evaluate games.	• Know what modelling software is and the skills of computer aided design. • Know the effect of moving points when designing. • Know how to design a 3D model to fit certain criteria. • Know how to refine and print a model.	• Know the need for visual representations when generating and discussing complex ideas. • Know the uses of a 'concept map'. • Know what is meant by 'concept map', 'stage', 'nodes' and 'connections.' • Know how to create a concept map using software such as 2Connect. • Know that concept maps can be used to retell stories and information. • Know how to present a concept map to an audience.	- Know what a word processing tool is for. • Know how to create a word processing document. • Know how to alter the look of text and navigate around a document. • Know how to alter page layout including heading and columns. • Know how to add and edit images. • Know how to add features to enhance look and usability within a document. For example: textboxes, hyperlinks, contents	- Know what a host means in the context of 2Code Purple Chip and relate this to everyday technology e.g. console and wireless controller. • Know what is meant by external device in relation to a host device. • Know what is meant by an application (App). • Know that a program can be created that will interact with an external device based on inputs and outputs available on the device and what has

Trust, Friendship, Respect, Forgiveness, Courage, Truthfulness

	manipulation using software and the advantages or disadvantages of this when shared online. • Know what is meant by appropriate and inappropriate text, photographs and videos. • Know about the impact of sharing media such as photographs and videos online. • Know about the importance of citing content online from others and know how to do this. • Know how to select keywords and search techniques to find relevant information to increase reliability.	decomposition to make a plan of a real-life situation. • Know what a function is in coding and know how to use a function in own program to make it more efficient. • Know what different variable types are. • Know what strings are and how to use them. • Know how to set and change variable values in code. • Know some of the common ways that text variables can be used in programming. • Know and use concatenation in own programs.	For example, to answer hypotheses about common letters in use.	a search of database.					pages. • Know how to use tables to present information.	been coded on the host device. E.g. sound detection on the device sends input to the program triggering code to output alert noise to the device (Simple intruder alarm). • Know how interaction between an external device and host can be related to real world scenarios, recognising its usefulness. • Know the extent of functionality with Purple Chip including the code blocks available. • Know how to utilise the functionality of Purple Chip when designing own program.
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Unit	Online safety	Coding	Spreadsheets	Blogging	Text adventures	Networks	Quizzing	Binary
Children will know	• Know the benefits and risks of mobile devices broadcasting the location of the user/device, e.g., apps accessing location. • Know what secure sites are. • Know that secure sites will have industry standard seals of approval. • Build on knowledge of Digital Footprints. For example, know how and why people use their information. • Build on knowledge of appropriate online behaviours and how this can protect themselves	• Know how to implement a game which includes timers and a score. • Know what the launch command is. • Build on knowledge of functions. • Know how to use multiple functions in own program. • Know how to arrange code in multiple tabs. • Know how to develop creativity when coding to generate novel effects. • Know the different options of generating user input in 2Code. • Know how to attribute variables to	• Know how to create a spreadsheet to help answer a mathematical question relating to probability. • Know how to take 'copy' and 'paste' shortcuts. • Know how to problem solve during mathematical investigations when using spreadsheets by using tools such as the 'Count tool'. • Know how to create a spreadsheet to produce computational models. For example, creating a spreadsheet that works out discounts and final	• Know the purpose of writing a blog. • Know the features of successful blog writing. • Know how to plan a blog. • Know how to write a blog. • Know how to write a blog post. • Know that the way information is presented within a blog has an impact upon the audience. • Know how to contribute to others' blogs. • Know the importance of having an approval process when creating blog content or modifying it. • Know from Online Safety knowledge that	- Know what a text based adventure is. • Know how to convert a simple story with 2 or 3 levels of decision making into a logical design. • Know how to use the functionality of 2Create a Story Adventure mode to create, test and debug using plans. • Know the difference between a map-based game and a sequential story-based game. • Know how to use written plans to code a mapbased adventure using 2Code. • Know how to	- Know the difference between the World Wide Web and the Internet. • Know what a WAN and LAN is and the key differences between them. • Know how a school network accesses the Internet. • Know the history of the Internet. • Know some of the major changes in technology which have taken place in their lifetime.	- Know how to use create activities for younger children using software such as 2DIY. • Know about different question types within quizzing software tools such as 2Quiz. • Know how to give and respond to feedback based on quizzes made. • Know how to create their own grammar games. • Know how to use multiple pieces of software to enhance a quiz. For example, creating a quiz that requires children to look up information on a database.	- Know that all data in a computer is saved in the computer memory in a binary format. • Know that binary uses only the integers 0 and 1. • Know that we can relate 0 as an 'off' switch and 1 to an 'on' switch. • Know how to count up from 0 in binary using visual aids if required. • Know that bits are related to computer storage. • Know how to convert numbers to binary using the division by two method. • Know how to use a converter tool to check

	and others from possible online dangers. For example, the dangers of promoting inappropriate content online. • Have greater knowledge of how to make more informed choices of how free time is used. • Know the effects on individual health when having too much screen time.	user input. • Know the need to code for all possibilities when using user inputs. • Know how 2Code can be used to make a textbased adventure game. • Know with improving understanding of how they can alter existing programs to reflect their own ideas. • Building on existing knowledge of debugging, children know how to debug more effectively.	price sales. Children will know how to use advanced formula to assist with this. • Know how to use a spreadsheet to help plan actions. For example, create a spreadsheet to plan how to spend pocket money and the effect of saving	content within blogs applies. For example, children know the issues surrounding inappropriate posts and cyberbullying.	recall existing knowledge to support coding a map-based adventure game. For example, using functions, two-way selection (IF/ELSE statements) and repetition.			binary conversions.
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