**Curriculum Overview – Computing**

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| **Reception** | * Digital Literacy - e-Safety
* Recognise ways in which computers are used.
* Being aware of how you have to be careful when using computers, particularly online.
 | * Information Technology – 2DIY
* Using computers in a variety of ways.
* Using computers to write, paint and create.
* Interacting with and exploring computer software.
 | * Computer Science – Hour of Code 1
* Understand that lots of everyday things are controlled by computers.
* Programming a device and predicting what it will do.
 | * Information Tech. – 2Simple City
* Using computers in a variety of ways.
* Using computers to write, paint and create.
* Interacting with and exploring computer software.
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| **Reception continued** | * Computer Science – Beebot
* Control simple devices
* Programming a device and predicting what it will do.
 | * Information Tech. – Keyboard Intro.
* Using computers in a variety of ways.
* Using computers to write, paint and create.
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| **Year 1** | * Digital Literacy – e-Safety
* Know about common uses of technology in and out of school.
* Know how to stay safe online and keep personal information private.
 | * Information Tech. – 2Create
* Using I.T. purposefully to create.
* Store and retrieve.
* Organise and manipulate digital content.
 | * Computer Science – Daisy the Dinosaur
* Understand that algorithms are groups of commands created to achieve a specific purpose.
* Creating and debugging their program to ensure precision.
 | * Information Tech. – School 360
* Using I.T. purposefully to create.
* Store and retrieve.
* Organise and manipulate digital content.
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| **Year 1 continued** | * Computer Science – J2Code
* Creating programs with more complex groups of commands.
* Understand that algorithms are groups of commands created to achieve a specific purpose.
* Creating and debugging their program to ensure precision.
 | * Information Tech. – JIT
* Using I.T. purposefully to create.
* Store and retrieve.
* Organise and manipulate digital content.
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| **Year 2** | * Digital Literacy – e-Safety
* Know about common uses of technology in and out of school.
* Know how to stay safe online and keep personal information private.
 | * Information Tech. – 2Animate
* Using I.T. purposefully to create.
* Store and retrieve.
* Organise and manipulate digital content.
 | * Computer Science – Hour of Code 1
* Creating programs with more complex groups of commands.
* Understand that algorithms are groups of commands created to achieve a specific purpose.
* Creating and debugging their program to ensure precision.
 | * Information Tech. – Word Processing
* Using I.T. purposefully to create.
* Store and retrieve.
* Organise and manipulate digital content.
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| **Year 2 continued** | * Computer Science – Scratch Jr.
* Creating programs with more complex groups of commands.
* Understand that algorithms are groups of commands created to achieve a specific purpose.
* Creating and debugging their program to ensure precision.
 | * Information Tech. – Powerpoint
* Using I.T. purposefully to create.
* Store and retrieve.
* Organise and manipulate digital content.
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| **Year 3** | * Digital Literacy – e-Safety
* Know about common uses of technology in and out of school.
* Know how to stay safe online and keep personal information private.
* Know who to contact if they have concerns.
 | * Information Tech. – MS Publisher
* Be able to confidently search the internet safely and accurately.
 | * Computer Science – Scratch
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Information Tech. – School 360
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
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| **Year 3 continued** | * Computer Science – J2Code
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Information Tech. – Topic based PP
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
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| **Year 4** | * Digital Literacy – e-Safety
* Know about common uses of technology in and out of school.
* Know how to stay safe online and keep personal information private.
* Know who to contact if they have concerns.
 | * Information Tech. – Word Processing
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
 | * Computer Science – Hour of Code 2
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Information Tech. – Databases
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
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| **Year 4 continued** | * Computer Science – Scratch
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Computer Science – Drone Control
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
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| **Year 5** | * Digital Literacy - E-Safety Publications
* Know about common uses of technology in and out of school.
* Know how to stay safe online and keep personal information private.
* Know who to contact if they have concerns.
 | * Computer Science – Hour of Code 2
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Information Tech. – Rainforest Presentations
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
 | * Computer Science – Dance eJay
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
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| **Year 5 continued** | * Computer Science – Scratch Games
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Information Tech. – Paint
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
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| **Year 6** | * Digital Lit. - E-Safety Presentations
* Know about common uses of technology in and out of school.
* Know how to stay safe online and keep personal information private.
* Know who to contact if they have concerns.
 | * Information Tech. - Book Creator
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
 | * Computer Sci. – Scratch Animations
* Design and create their own programs to control or simulate the real world.
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Info. Tech. - App Development
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
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| **Year 6 continued** | * Computer Science - Hour of Code 3
* Develop complex routines using sequences and repetition.
* Logically explain the algorithms in their programs.
 | * Information Tech - Web Design
* Develop capability through having opportunities to select appropriate software for a specific purpose.
* Be able to confidently search the internet safely and accurately.
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