



Computing - Whole School Overview



Cycle A (2022/23)

Cycle A (2022/23)						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Years 1/2	<p style="text-align: center;">Computer Science Year 1 Introduce Programming (5-7 hours)</p> <ul style="list-style-type: none"> 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 behavior of simple programs 		<p style="text-align: center;">Digital Literacy Year 1 E-safety (1-2 hours)</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. 		<p style="text-align: center;">Information Technology Year 1 Digital Art (1-2 hours)</p> <ul style="list-style-type: none"> Use technology purposefully to create digital content. 	
Years 3/4	<p style="text-align: center;">Computer Science Year 3 Programming in Scratch (4-6 hours)</p> <ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goal, including simulating physical systems. Use sequence and repetition in programs; work with various forms of input. 		<p style="text-align: center;">Digital Literacy E-safety (1-2 hours)</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 		<p style="text-align: center;">Information Technology Year 3 Document Editing and Creation (1-2 hours)</p> <ul style="list-style-type: none"> 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. 	
Years 5/6	<p style="text-align: center;">Computer Science Year 5 Programming in Scratch (5-7 hours)</p> <ul style="list-style-type: none"> Design, write and debug programs that accomplish 		<p style="text-align: center;">Digital Literacy Computer Networks + the Internet (2-3 hours)</p> <ul style="list-style-type: none"> Understand computer networks, including the 		<p style="text-align: center;">Information Technology Year 5 App Design (4-6 hours)</p> <ul style="list-style-type: none"> Select, use and combine a variety of 	



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	<p><i>specific goals; solve problems by decomposing them into smaller parts.</i></p> <ul style="list-style-type: none"> • <i>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</i> • <i>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</i> 		<p><i>internet; how they can provide multiple services, such as the World Wide Web, and the opportunities they offer for communication and collaboration.</i></p>		<p><i>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.</i></p>	
Cycle B (2023/24)						
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Years 1/2	<p style="text-align: center;">Computer Science Year 2 Programming with Scratch Jr (3-4 hours)</p> <ul style="list-style-type: none"> • <i>Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</i> • <i>Create and debug simple programs.</i> • <i>Use logical reasoning to predict the behaviour of simple programs.</i> 		<p style="text-align: center;">Digital Literacy Year 2 Recognise uses of IT (1-2 hours)</p> <ul style="list-style-type: none"> • <i>Recognise common uses of information technology beyond school.</i> 		<p style="text-align: center;">Information Technology Year 2 Digital Art (3-4 hours)</p> <ul style="list-style-type: none"> • <i>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</i> 	
Years 3/4	<p style="text-align: center;">Computer Science Year 4 Programming in Scratch (6-8 hours)</p> <ul style="list-style-type: none"> • <i>Design, write and debug programs that accomplish specific goals.</i> • <i>Use sequence, selection, and repetition in programs; work with various forms of input and output.</i> 		<p style="text-align: center;">Digital Literacy Year 4 Internet Research (3-4 hours)</p> <ul style="list-style-type: none"> • <i>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in</i> 		<p style="text-align: center;">Information Technology Year 4 Data Handling (3-4 hours)</p> <ul style="list-style-type: none"> • <i>Collecting, analysing, evaluating and presenting data and information.</i> 	



Computing - Whole School Overview

	<ul style="list-style-type: none"> Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. 		<p>evaluating digital content.</p>			
<p>Years 5/6</p>	<p>Computer Science Year 6 HTML (3-4 hours)</p> <ul style="list-style-type: none"> Design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. 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, presenting data and information. Use a textual programming language to solve a variety of computational problems. (Key Stage 3) 		<p>Digital Literacy Year 6 E-safety (1-2 hours)</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 		<p>Information Technology Year 6 Computers: Past, Present and Future (2-3 hours)</p> <ul style="list-style-type: none"> Design and create digital content to accomplish goals. Use search technologies effectively and be discerning in evaluating digital content. 	