## <u>Computing Curriculum Overview</u>



Term	Computing Topic	Knowledge and understanding	What I will know and remember	Vocabulary	
Onlin	l ne Safety KS1: Use t		l g personal information private; identify where to go for ntact on the internet or other online technologies.	l help and support when they have	
1	Unit 2.1 - Computing systems and networks - Information technology around us	To can recognise common uses of information technology beyond school	I can identify information technology in the home I can identify information technology beyond school I can explain how information technology benefits us I can explain how information technology benefits us I can show how to use information technology safely I can recognise that choices are made when using information technology	Bar code Computer Device Information technology	
	Safety: Self Image a ion For A Connected N	•			
	End of unit assessment Working towards <u>Working at</u>			Working above	

2 Online	Unit 2.5 - Programming A, Robot Algorithms Safety: Online Relati	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.	I can describe a series of instructions as a sequence I can explain what happens when we change the order of instructions I can use logical reasoning to predict the outcome of a program (series of commands) I can explain that programming projects can have code and artwork I can design an algorithm. I can create and debug a program that I have written.	Algorithm Command Debug Predict Sequence	
(Educat	Education For A Connected World) End of unit assessment Working towards Working at Working at Working at				
3	Unit 2.4 - Data and information - Pictograms	To use technology purposefully to create, organise, store, manipulate and retrieve digital content	I can recognise that we can count and compare objects using tally charts I can recognise that objects can be represented as pictures I can create a pictogram I can select objects by attribute and make comparisons I can recognise that people can be described by attributes	Attributes Compare Data Pictogram Tally chart	

			I can explain that we can present information using a computer.		
	Safety: Online Reput ion For A Connected	ration & Online Bullying World)	1	1	
	<u>Working towards</u>	<u>End of unit assessment</u> <u>Working at</u>		<u>Working above</u>	
4	Unit 2.2 - Creating media - Digital photography	To use technology purposefully to create, organise, store, manipulate and retrieve digital content.	I can use a digital device to take a photograph I can make choices when taking a photograph I can describe what makes a good photograph I can decide how photographs can be improved I can use tools to change an image I can recognise that photos can be changed	Capture Landscape Light Source Photograph Portrait	
<u>Online Safety:</u> Managing Online Information (Education For A Connected World)					
	<u>Working towards</u>	En	<u>Working above</u>		

Online :	Unit 2.6 - Programming B, An introduction to quizzes Safety: Health, Well!	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.	I can explain that a sequence of commands has a start I can explain that a sequence of commands has an outcome I can create a program using a given design I can create a program using a given design I can change a given design I can create a program using my own design I can decide how my project can be improved	Algorithm Command Debug Predict Program Sequence
	ion For A Connected	-		
	<u>Working towards</u> <u>Working at</u>		Working above	
6	Unit 2.3 Creating	To use technology purposefully to	I can say how music can make us feel	Duration

<u>Working towards</u>	End of unit assessment Working at	Working above