

KEY STAGE 1 COMPUTING Year 1 and Year 2

National Curriculum links
Pupils should be taught to:

- 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

Purple Mash and Cornerstones Curriculum

Autumn 1	Autumn 2	Spring 1
<p><u>E -Safety and Online safety</u></p> <p>Unit 1.1 Exploring Purple Mash</p> <p>Unit 2.5 Effective Searching</p> <p>Programs – Browser</p>	<p><u>E -Safety and Online safety</u></p> <p>Unit 1.4 Lego Builders</p> <p>Programs – 2DIY</p>	<p><u>E -Safety and Online safety</u></p> <p>Unit 1.2 Grouping & Sorting</p> <p>Programs – 2DIY</p>

Spring 2	Summer 1	Summer 2
<p data-bbox="107 215 481 247"><u>E Safety and Online safety</u></p> <p data-bbox="107 319 470 383">Unit 2.6 Creating Pictures Programs – 2PaintAPicture</p>	<p data-bbox="777 215 1151 247"><u>E Safety and Online safety</u></p> <p data-bbox="777 319 1030 383">Unit 1.7 Coding Programs – 2Code</p>	<p data-bbox="1451 215 1825 247"><u>E Safety and Online safety</u></p> <p data-bbox="1451 319 1704 383">Unit 2.1 Coding Programs – 2Code</p>

KEYSTAGE 2 COMPUTING

Year 3 and 4

Pupils should be taught to:

- Design, write and debug programs that accomplish specific goal, including controlling or stimulating 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.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
- 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.

Years 5 and 6

Pupils should be taught to:

- Design, write and debug programs that accomplish specific goal, including controlling or stimulating 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.
- Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.
- 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.

Purple Mash and Cornerstones Curriculum

Autumn Term	Spring Term	Summer Term
<p><u>E -Safety and Online safety</u></p> <p>Coding</p> <p>Main Programs – 2Code</p> <p>Unit 3.2 Online safety Programs –Various</p>	<p><u>E -Safety and Online safety</u></p> <p>Unit 3.6 Branching Databases Programs – 2Question</p> <p>Unit 5.5 Game Creator Programs – 2DIY 3D</p>	<p><u>E -Safety and Online safety</u></p> <p>Unit 5.6 3D Modelling</p> <p>Programs – 2Design and Make</p> <p>Unit 5.7 Concept Maps Programs – 2Connect</p>