

KEYSTAGE 1 COMPUTING

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 Units are used to teach each computing key area

Autumn Term		Spring Term		Summer Term	
<p><u>KS 1 Cycle A</u> <u>2024-2025</u></p> <p>Unit 1.1 Online Safety</p>	Unit 1.4 Lego Builders	Unit 1.2 Grouping and Sorting	Unit 2.6 Creating Pictures	Unit 1.7 Coding	Unit 2.1 Coding
<p><u>KS 1 Cycle B</u> <u>2023-2024</u></p> <p>Unit 2.2 Online Safety</p>	Unit 1. 6 Animated Story Books	Unit 2.7 Making Music	Unit 1.5 Maze Explorers	Unit 2.3. Spreadsheets	Unit 2.4 Questioning

--	--	--	--	--	--

KEYSTAGE 2 COMPUTING

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 Units are used to teach each computing key area

Autumn Term		Spring Term		Summer Term	
<u>Y3 and Y4 Cycle A</u> <u>2024-2025</u> 3.2 Online Safety	4.1 Coding	3.5 Email	3.7 Simulations	3.4 Touch Typing	3.6. Databases
<u>Y3 and Y4 Cycle B</u> <u>2023-2024</u> 4.2 Online Safety	3.1 Coding	4.4 Writing for different audiences	4.3 Spreadsheets	4.5 Logo 4.8 Hardware Investigators	4.7 Effective searching
<u>Y5 and Y6 Cycle A</u> <u>2024-2025</u> 5.2 Coding	Unit 5.3 Spreadsheets	Unit 5.4 Databases	Unit 5.5 Game Creator	Unit 5.8 Word Processing	Unit 6.4 Blogging Micro: bit Programming
<u>Y5 and Y6 Cycle B</u>	Unit 6.3 Spreadsheets	Unit 6.5 Text	Unit 6.7.Quizzing	Unit 5.6 3D Modelling	Unit 5.7 Concept Maps

2023-2024 Unit 5.2 Online safety Unit 6.1. Coding		Adventures			
--	--	------------	--	--	--