



Computing Overview 2024 - 2025

	Programming 1	Computing systems and networks	Information Technology (creating media)	Data and information	Programming 2
Year 1	Moving a robot Bee Bots		Digital writing	Grouping Data	Introduction to animation Scratch
Year 2	Robot algorithms Bee Bots/Blue Bots	IT around us (include elements of YR 1 technology around us)		Pictograms j2e.pictogram	Introduction to quizzes ScratchJr
Year 3	Sequence in Sounds Scratch	Connecting computers	Desktop publishing Adobe Spark		Events and actions in programs Scratch
Year 4	Repetition in shapes TurtleArt or FMSLogo	The Internet	Photo editing BeFunky (include elements of Yr 2 digital photography)		Repetition in games Scratch
Year 5	Selection in physical computing Crumble kits		Video production Microsoft Video Editor (include elements of Yr 2 Making Music)	Flat-file databases j2data	Selection in quizzes Scratch
Year 6	Variables in games Scratch	Communication and collaboration	Web page creation Google Sites		Sensing movement MicroBits

Core strands

Computing systems and networks
Information Technology (creating media)
Data and information
Programming



National Curriculum Objective - Key Stage 1		National Curriculum Objective - Key Stage 2	
1.1	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
1.2	create and debug simple programs	2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output
1.3	use logical reasoning to predict the behaviour of simple programs	2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
1.4	use technology purposefully to create, organise, store, manipulate and retrieve digital content	2.4	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
1.5	recognise common uses of information technology beyond school	2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
1.6	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.	2.6	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
		2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.