

Computing (ICT) - Overview for Whole School 2017-18

	Autumn	Spring	Summer
KS1	<p>Pupils should be taught about:</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 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. 		
<p>Year 1/ 2 (cycle 1) 2017-18</p>	<p>Computer Instructions (algorithms) Bee Bots, Simple Coding/Inputs</p> <p>E-safety</p>	<p>Presenting information Digital content - PowerPoint, Word.</p> <p>E-safety</p>	<p>Information all around ICT in our daily lives</p> <p>E Safety</p>
KS2	<p>Pupils should be taught about:</p> <ul style="list-style-type: none"> ✓ design, write and debug programs that accomplish specific goals, including controlling or simulating 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 		

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	<ul style="list-style-type: none"> ✓ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content ✓ 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 ✓ use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 		
Year 2/3 (cycle 1)	Predicting Programming Creating and analyzing simple computer coding use of scratch Presenting information Microsoft publisher BGFL Introducing new software E-Safety	Digital Videos Creating and editing simple videos (Photo Story, Windows Movie Maker). E-Safety	Using Data Creating simple databases with outputs (graphs, tables). E-Safety
Year 4/5 (cycle 1)	Make Your Own App! Design and code a computer game/program. (Scratch) E- mail Using BGFL platform E-Safety	Stop-go motion animation Creating videos using images, text, music and editing effects (link to topic). E-Safety	Create a website Communication and collaboration (create and publish a class website). E-Safety Staying safe online (CEOP and school guidelines).
Year 5/6 (cycle 1)	Using the internet Web searches, checking sources of information, researching topics, to create their own webpage. BGFL Introducing new software E-Safety	Non-linear presentations Using different computer programs, hyperlinks, contents and index pages. E-Safety	Data bases Create and use linear presentations and databases E-Safety