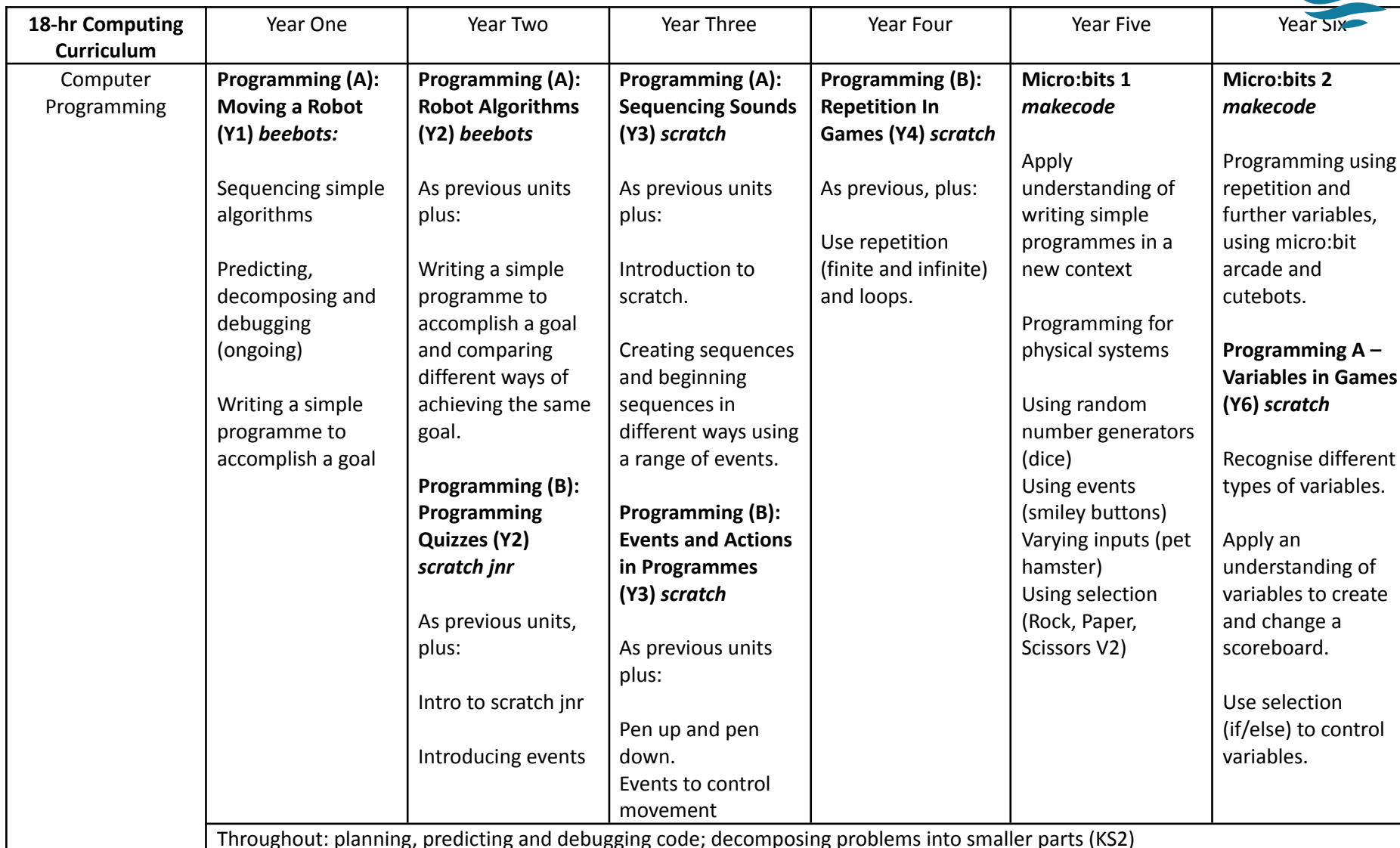


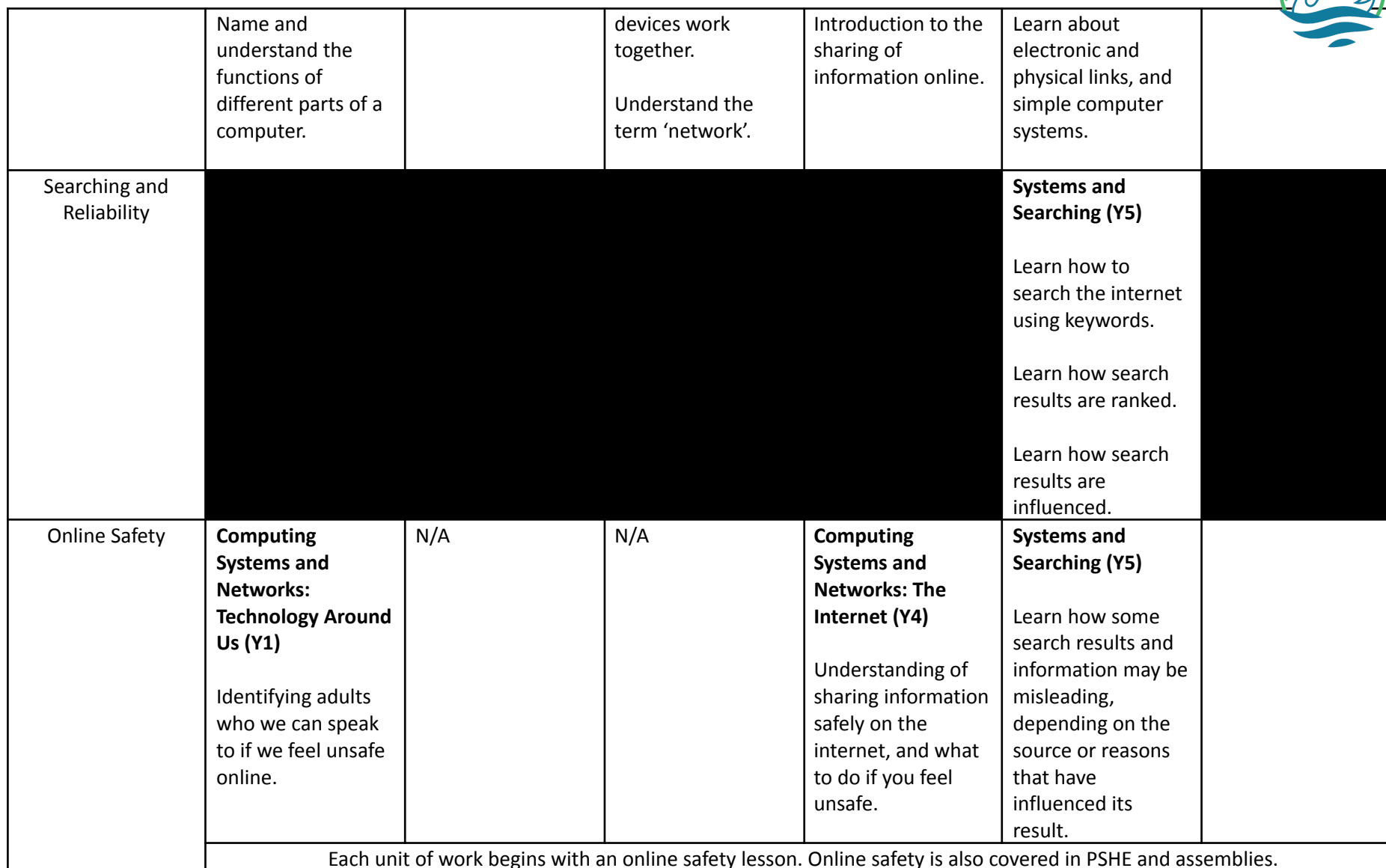


	NC Objectives (KS1 blue; KS2 red)
Computer Programming	♣ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs ♣ 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
Digital Content	♣ use technology purposefully to create, organise, store, manipulate and retrieve 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
Technology and Systems	♣ recognise common uses of information technology beyond school ♣ 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
Searching and Reliability	♣ use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
Online Safety and Conduct	♣ 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. ♣ use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.





Digital Content	Computing Systems and Networks: Technology Around Us (Y1) Develop basic word processing skills Creating Media: Digital Writing (Y1) Typing using the keyboard Backspace, undo and cap locks Begin to change fonts and colours of text	Data and Information: Pictograms (Y2) Understand and present data in pictograms. Understand 'attributes' and count attributes when creating a pictogram. *Children may consolidate their typing skills and basic functional skills by typing responses in other Computing lessons, and lessons across the curriculum.	N/A *Children may consolidate their typing skills and basic functional skills by typing responses in other Computing lessons, and lessons across the curriculum.	Desktop Publishing (Y3 unit) <i>canva</i> Use further text editing features, with greater confidence. Present written information across a page using templates. Begin to add pictures to documents.	Intro to Google Classroom Open google classroom and access an assignment Submit assignments, changing the file name appropriately Type and change textual features on google docs Use google slides to create simple presentations	Spreadsheets on Google Classroom: Use cell references Use formulae, including sum Format cells to best match the data they represent Use graphs and charts to represent data
Technology and Systems	Computing Systems and Networks: Technology Around Us (Y1) Identify different technologies in everyday life.	N/A	Connecting Systems and Networks: Connecting Computers (Y3) Develop understanding of connecting devices and how different	Computing Systems and Networks: The Internet (Y4) Understanding the difference between 'network' 'internet' and 'website'.	Systems and Searching (Y5) Learn that a system is a number of components working together to complete a task.	N/A





Resources Needed:

Chromebooks (and mice?)

Beebots (Y1)

Micro:bits

Micro:bit accessories Y6 only (cute bots and micro:bit arcade)