

Whole School Computing Curriculum Plan 2020/21

EYFS Understanding the World

ELG 15 = Technology		Children recognise that a range of technology is used in places such as homes and schools. They select and use technology for particular purposes.					
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Coverage	Knowledge:	SA= Using a CD player Mark making on the IWB	SA= Playing games on the IWB	T= Toys Using iPad to take photos of our new toy creation	T= People who help us Typing on old keyboards/computers in role play area	IWB games Drawing on IWB Using iPads independently to take photos/video	IWB games Drawing on IWB Using iPads independently to take photos/video
	Skills:	Operating simple equipment	Operating a simple computer programme	Taking photos on an iPad	Typing Look at technology used at home and school	Choose technology for a particular purpose	Choose technology for a particular purpose
KS1 NC Objectives:		<p>Pupils should be taught to:</p> <ol style="list-style-type: none"> 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. Create and debug simple programs 3. Use logical reasoning to predict the behaviour of simple programs 4. Use technology purposefully to create, organise, store, manipulate and retrieve digital content 5. Recognise common uses of information technology beyond school 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. 					
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1 Coverage	Knowledge:	T – The big build 6 Safety	T- Posting and places Emails	T- Grace Darling RNLI poster		T – brilliant bodies Bee bots	T – To be confirmed Scratch junior

	Skills:	6	5, 6	4		1,2,3	1,2,3,4
Year 2 Coverage	Knowledge:	5 6				Scratch – food chains 1	
	Skills:					2 3 4	
KS2 NC Objectives:		<p>Pupils should be taught to:</p> <ol style="list-style-type: none"> 1. Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts 2. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output 3. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs 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 5. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 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 7. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 					
		Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3 Coverage	Knowledge:	(SA) E-Safety					
	Skills:	4, 7					
Year 4 Coverage	Knowledge:	(SA) E-Safety Unit 5 + 7		T=Anglo-Saxons+Vikings		T=Explorers	

	Skills:	5 + 7		5		6 (??)	
Year 5 Coverage	Knowledge:	T = Burgers	T = WW2				T = Kensuke's Kingdom
	Skills:	7	5 (search tech.), 6 (Google Earth tour)				1, 2, 3 (Scratch) 6 (Google Earth tour)
Year 6 Coverage	Knowledge:	SA= internet safety	T= Evolution and inheritance	T= lighthouses			
	Skills:	7	4	1, 2, 3			