Computing at Georgian Gardens Primary School



- Children recognise that a range of technology is used in places such as homes and schools

- They select and use technology for a particular purpose
- Complete simple programs on a computer.

Curriculum	Sub	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Curriculum Strand Computer Science	Strand Broplem solving	Understand algorithms as sequences of instructions in everyday contexts. [1.1, 1.2, 1.4] Plan and give a sequence of steps, to solve real world problems, to programmable toys. [1.1]	Understand algorithms as sequences of instructions or sets of rules in everyday contexts. [2.1, 2.2, 2.3] Program on screen using sequences of instructions to implement an algorithm. [2.1, 2.2]	Design and write a program using a block language, without user interaction. [3.1, 3.2] Explore simulations of physical systems on screen. [3.1, 3.2] Plan a project. [3.1, 3.3, 3.6]	Design and write a program using a block language to a given brief, including simple interaction. [4.1, 4.2] Develop their own simulation of a simple physical system on screen. [4.1, 4.2] Work with others to plan a project. [4.1, 4.2, 4.5,	Design, write and debug a program using a block language based on their own ideas. [5.1, 5.3] Can experiment with computer control applications. Plan a solution to a problem using decomposition. [5.1, 5.4, 5.6]	Design, write and debug a program using a second programming language based on their own ideas. [6.1, 6.4, 6.5] Design, write and debug their own computer control application. [6.1, 6.4, 6.5] Solve problems using decomposition, tackling
	Programming	Create a Bee Bot program using a sequence of instructions before running it using the Go button. [1.1]	Create a simple program on screen, correcting any errors. [2.1, 2.2]	Use a sequence in programs. [3.1, 3.2] Write a program to produce an output on screen. [3.1, 3.2, 3.3, 3.6]	4.6] Use sequence and repetition in programs. [4.1, 4.2, 4.3] Write a program that accepts keyboard input and produces on-screen output. [4.1, 4.2]	Use sequence, selection and repetition in programs. [5.1, 5.3] Write a program that accepts keyboard and mouse input and produces output on screen and through speakers. [5.1, 5.4, 5.5, 5.6]	each part separately. [6.1, 6.2] Use sequence, selection, repetition and variables in programs. [6.5] Write a program that accepts inputs other than keyboard and mouse and produces outputs other than screen or speakers. [6.4, 6.5]

Logical thinking	Explain what they think a program will do. [1.1]	Give logical explanations for what they think a program will do. [2.1, 2.2]	Explain a simple sequence based algorithm in their own words. [3.1, 3.3] Use logical reasoning to detect errors in programs. [3.1, 3.2] Understand that computer networks transmit information in a digital (binary) format. [3.4, 3.5] Understand that email	Explain an algorithm using sequence and repetition in their own words. [4.1, 4.2, 4.3] Use logical reasoning to detect and correct errors in programs. [4.1, 4.2, 4.3] Understand that the internet transmits information as packets of data. [4.3, 4.4, 4.5] Understand how the	Explain a rule-based algorithm in their own words. [5.1] Use logical reasoning to detect errors in algorithms. [5.1, 5.3] Understand how data routing works on the internet. [5.2, 5.4, 5.5] Understand how web pages are created and transmitted. [5.4, 5.5]	Give clear and precise logical explanations of a number of algorithms. [6.1, 6.4, 6.5] Use logical reasoning to detect and correct errors in algorithms (and programs). [6.4, 6.5] Understand how mobile phone or other networks operate. [6.1] Understand how domain names are converted into
Information Technology Creating content	Use digital technology to store a retrieve content. [1.2, 1.3, 1.4, 1.5, 1.6] Create original content using digital technology. [1.2, 1.3, 1.4, 1.5, 1.6]	Store, organise and retrieve content on digital devices for a given purpose. [2.3, 2.4, 2.5, 2.6] Create and edit original content for a given purpose using digital technology. [2.3, 2.4, 2.5, 2.6]	Understand that email and video conferencing are made possible through the internet. [3.4, 3.5] Use a range of programs on a computer. [3.3, 3.4, 3.5, 3.6] Design and create content on a computer. [3.3, 3.5, 3.6] Collect and present information. [3.3, 3.5, 3.6]	Understand how the internet makes the web possible. [4.4, 4.5] Use and combine a range of programs on a computer. [4.3, 4.4, 4.5, 4.6] Design and create content on a computer in response to a given goal. [4.3, 4.4, 4.5, 4.6] Collect and present data. [4.3, 4.6]	Use and combine a range of programs on multiple devices. [5.1, 5.4, 5.5, 5.6] Design and create programs on a computer in response to a given goal. [5.1, 5.3] Analyse and evaluate information. [5.3, 5.4, 5.5, 5.6]	names are converted into IP addresses on the internet. [6.6] Select, use and combine a range of programs on multiple devices. [6.1, 6.2, 6.3, 6.4, 6.5, 6.6] Design and create systems in response to a given goal. [6.1, 6.3, 6.4, 6.5] Analyse and evaluate data. [6.3]

	Searching			Search for information within a single site. Understand that search engines select pages according to keywords found in the content.	Use a standard search engine to find information. [4.5] Understand that search engines rank pages according to relevance. [4.6]	Use filters to make more effective use of a standard search engine. [5.4] Understand that search engines use a cached copy of the crawled web to select and rank results. [5.4]	Make use of a range of search engines appropriate to finding information that is required. [6.1, 6.3] Appreciate that search engines rank pages based on the number and quality of in-bound links. [6.1, 6.6]
Digital Literacy	E-Safety	Keep themselves safe while using digital technology. [1.3, 1.4, 1.6] Understand that information on the internet can be seen by others. [1.3, 1.4, 1.6] Understand what to do if they see disturbing content online at home or at school. [1.3, 1.4, 1.6]	Keep safe and show respect to others using digital technology. [2.2, 2.3, 2.4, 2.5, 2.6] Understand they should not share personal information online. [2.2, 2.4, 2.5, 2.6] Understand what to do if they have concerns about content or contact online. [2.1, 2.2, 2.4, 2.5]	Use digital technology safely and show respect for others when working online. [3.1, 3.2, 3.3, 3.4, 3.5, 3.6] Recognise unacceptable behaviour when using digital technology. [3.1, 3.2, 3.3, 3.4, 3.5, 3.6] Know who to talk to about concerns and inappropriate behaviour in school. [3.1, 3.2, 3.3, 3.4, 3.5, 3.6] Decide whether a webpage is relevant to a given purpose or question. [3.1, 3.3, 3.6] Use email and videoconferencing in class. [3.5]	Demonstrate that they can act responsible when using computers. [4.1, 4.2, 4.3, 4.4, 4.5] Understand the difference between acceptable and unacceptable behaviours when using digital technology. [4.1, 4.2, 4.3, 4.4, 4.5] Know who to talk to about concerns and inappropriate behaviour at home or in school. [4.1, 4.2, 4.3, 4.4, 4.5, 4.6] Decide whether digital content is relevant for a given purpose or question. [4.5] Work collaboratively with classmates on a shared wiki. [4.5]	Demonstrate that they can act responsibly when using the internet. [5.1, 5.2, 5.4, 5.5] Discuss the consequences of particular behaviours when using digital technology. [5.1, 5.2, 5.4, 5.5] Know how to report concerns and inappropriate behaviour in a range of contexts. [5.1, 5.3, 5.4, 5.5] Decide whether digital content is reliable and unbiased. [5.1, 5.3, 5.4, 5.5, 5.6] Work collaboratively with classmates on a class website or blog. [5.4, 5.5]	Use technology safely, respectfully and responsibly. Recognise acceptable/unacceptable behaviour. Know a range of ways to report concerns and inappropriate behaviour. Be discerning in evaluating digital content. Understand the opportunities networks offer for communication and collaboration.
	Using IT beyond school	Show an awareness of how IT is used for communication beyond school. [1.2, 1.3, 1.5, 1.6]	Show an awareness of how IT is used for communication beyond school. [2.1, 2.2, 2.3, 2.4, 2.5, 2.6]				