

Computer Science & Information Technology

Building on Key Stage 2

Computer Science	<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 • 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.
ICT	
Digital Literacy	

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2	
7	E-Safety	Spread-sheets	Computer Studies	Algorithms Logo / Flowol	Programming Scratch	Text Based Programming 1	Games Development
8	Computer crime and cyber	Computer Studies	Text Based Programming 2	Games Development 2	Networks	Microbits	

	Carousel 1	Carousel 2		
9	Digital Graphics	Spreadsheets	Databases	Networks