Computer Science & Information Technology

Building on Key Stage 2

Computer Science	• 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
ICT	• 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
Digital Literacy	• 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
7	E-Safety	Spread-sheets	Computer Studies	Algorithms Logo / Flowol	Programming Scratch	Text Based Programming - Python	Games Development
8	Computer crime and cyber	Computer Studies 1	Computer Studies 2	Text Based Programming 1	Text Based Programming 2	Networks	Microbits

	Carousel 1		Carousel 2	
9	Digital Graphics	Spreadsheets	Databases	Networks