Heene Church of England (Aided) Primary School

'Learning together, loving others, guided by God'

COMPUTING

National Curriculum Requirement

Early Years	Key Stage 1	Key Stage 2
There is no current requirement for Early Years children to learn about computing. However the children at our school will be using different coding equipment (Coding caterpillars) to learn about computing as well as having use of iPads to navigate.	Pupils should be taught to: - 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 - use technology purposefully to create, organise, store, manipulate and retrieve digital content - recognise common uses of information technology beyond school - 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.	Pupils should be taught to: - 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.

PROGRESSION

	EYFS	Year One		Year Two		Year Three		Year Four		Year Five		Year Six	
Autumn Term 2021	E-Safety – Not putting their names on computer games.	E-Safety – personal information, SMART rules	Internet skills – Google image search, e-mails as a form of communication	E-Safety – dangers of computers, computer viruses	Internet skills – Bookmarks, digital footprint, communication	E-Safety – strong password, phishing, fake news, privacy setting	Blogging – diary on computers	E-Safety – cyberbullying, fake news, digital citizens	Blogging – diary on website	E-Safety – plagiarism, copyright, age restrictions, law on explicit images	Podcast – record, import, software	E-Safety – social media, privacy settings, YouTube, law on explicit images	Podcast – edit, combine, quality
Spring Term 2021	Word Processing – Log on and off numblocks using keyboard and touchscreen	Word Processing – Word – format and edit text – Bold, Italics, underline, capital letters, navigate with arrow keys, delete, save and retrieve		Word Processing – Presentation skills – Powerpoint – Create slides, reorder, format slides		Word processing – Presentation skills – Powerpoint – Font, colour, size, picture		Word processing – Presentation skills – Powerpoint - hyperlink, transition, audio, video		Word processing – Presentation skills – Powerpoint – non-linear, navigate		Word processing – Presentation skills – Powerpoint – Slide transition animation, copyright, peer assessment	
Summer Term 2021	Coding – Caterpillars and Beebots	Coding – Coding toys, then start to Scratch – repeat grow shrink		Coding – Scratch – Sprite, script		Coding – accuracy, degrees, predict		Coding – variable, loop, repeat		Coding – target audience, game creation		Coding – broadcast, audio, sound	

VOCABULARY

	EYFS	Year One	Year Two	Year Three	Year Four	Year Five	Year Six
Autumn 1		Web browser, search engines, website, personal information, safety, rules, online, offline	Virus, dangers	Password, phishing, privacy setting, downloads, online communities, targeted advert	Filter content, virus, spyware, Good Digital Citizen	Copyright, plagiarism, social media, explicit	Social media, explicit
Autumn 2			Communication, bookmark, digital footprint	Blog, privacy	Upload, censored	Podcast, import, software, record, quality	Podcast, import, software, record, quality, insert
Spring		Typing, keyboard, mouse, space bar, editing, shift, enter key, bold, italics, underline, undo, redo, font, save, file, retrieve, file,	Slides, presentation, format, reorder, create	Transition, hyperlinks, audio, video	Table, image, short cut, insert	Non-linear, navigate	Self-assessment, peer assessment, evaluation, copyright

		delete, navigate with keys					
Summer		Beebot, program/algorithm, debugging, chronological order, Sprite, script	Program/algorithm, debugging, chronological order, Sprite, script	Command, predict, degrees	Variable, loop	Target audience	Broadcast, audio, sound

SEQUENCE OF LEARNING					
Recap previous learning Task to showcase Key vocabulary	Introduce purpose of new unit – set it into a context	Skills teaching Trial and error/problem solving	Share work – mid mark Partner to evaluate and feedback	De-bug/improve original	Share and evaluate final product