



## Computing Whole School Half Termly Overview (Autumn 1 2021)

Year group	Topic	Key Assessment Criteria
<b>Year 1</b>	Online Safety & Exploring Purple Mash (1.1) (Digital Literacy) Pictograms (1.3) (Information Technology)	<ul style="list-style-type: none"> <li>I can use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about the content or contact on the internet or other online technologies. (Ongoing)</li> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>
<b>Year 2</b>	Computer science and digital literacy  Coding (2.1) & E safety (2.2)	<ul style="list-style-type: none"> <li>I can understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>I can create and debug simple programs.</li> <li>I can use logical reasoning to predict the behaviour of simple programs.</li> <li>I can use technology safely and respectfully, keeping personal information private.</li> <li>I can identify where to go for help and support if I have concerns about content or contact on the internet or other online technologies. (Ongoing)</li> </ul>
<b>Year 3</b>	Computer Science  Coding (3.1)	<ul style="list-style-type: none"> <li>I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>I can use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>

<p><b>Year 4</b></p>	<p>Computer Science &amp; Information Technology</p> <p>Coding (4.1)</p>	<ul style="list-style-type: none"> <li>• I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>• I can use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>• I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li> <li>• I can 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.</li> <li>• I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>
<p><b>Year 5</b></p>	<p>Information Technology Databases (5.4)</p> <p>Online safety(5.2)</p>	<ul style="list-style-type: none"> <li>• I can 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</li> <li>• I can 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</li> <li>• I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour, identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>
<p><b>Year 6</b></p>	<p>Computer Science &amp; Information Technology</p> <p>Coding (6.1)</p>	<ul style="list-style-type: none"> <li>• I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>• Use sequence, selection and repetition in programs; work with variables and various forms of input and output</li> <li>• Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>• 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.</li> <li>• I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>



## Computing Whole School Half Termly Overview (Autumn 2 2021)

Year group	Topic	Key Assessment Criteria
<b>Year 1</b>	Grouping and Sorting (1.2) (Information Technology) Lego Builders (1.4) (Computer Science)	<ul style="list-style-type: none"> <li>• I can understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>• I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>
<b>Year 2</b>	Information Technology  Spreadsheets (2.3)	<ul style="list-style-type: none"> <li>• I can use technology purposefully to create, organise, store, manipulate and retrieve digital content</li> <li>• I can use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about the content or contact on the internet or other online technologies. (Ongoing)</li> </ul>
<b>Year 3</b>	Digital Literacy & Computer Science Online Safety (3.2) Spreadsheets(3.3)	<ul style="list-style-type: none"> <li>• I can use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>• I can use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about the content or contact on the internet or other online technologies. (Ongoing)</li> </ul>
<b>Year 4</b>	Computer Science & Digital Literacy  Online safety (4.2) Logo (4.5)	<ul style="list-style-type: none"> <li>• I can 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</li> <li>• I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>• I can use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>• I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>

<b>Year 5</b>	Information Technology 3D modelling (5.6)	<ul style="list-style-type: none"> <li>I can 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.</li> </ul>
<b>Year 6</b>	Computer Science, Information Technology & Digital Literacy  Online Safety (6.2) Spreadsheets (6.3)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> <li>I can 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.</li> <li>I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</li> </ul>



## Computing Whole School Half Termly Overview (Spring 1 2022)

Year group	Topic	Key Assessment Criteria
<b>Year 1</b>	Maze Explorers (1.5) (Computer Science)	<ul style="list-style-type: none"> <li>I can understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>I can create and debug simple Programs.</li> </ul>
<b>Year 2</b>	Information Technology & digital literacy Questioning (2.4)& effective searching(2.5)	<ul style="list-style-type: none"> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>I can recognise common uses of information technology beyond school.</li> </ul>
<b>Year 3</b>	Information Technology Touch Typing (3.4)	<ul style="list-style-type: none"> <li>I can 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.</li> </ul>
<b>Year 4</b>	Information Technology Spreadsheets(4.3)	<ul style="list-style-type: none"> <li>I can 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.</li> </ul>
<b>Year 5</b>	Coding (5.1) Computer Science, Information Technology & Digital Literacy	<ul style="list-style-type: none"> <li>I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</li> <li>I can use sequences, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> <li>I can 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.</li> </ul>
<b>Year 6</b>	Computer Science, Information Technology & Digital Literacy  Blogging (6.4)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can 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.</li> </ul>



## Computing Whole School Half Termly Overview (Spring 2 2022)

Year group	Topic	Key Assessment Criteria
<b>Year 1</b>	Coding (1.7)  (Computer Science)	<ul style="list-style-type: none"> <li>I can understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</li> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>I can create and debug simple programs.</li> <li>I can use logical reasoning to predict the behaviour of simple programs.</li> </ul>
<b>Year 2</b>	Information Technology Creating pictures(2.6)	<ul style="list-style-type: none"> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>I can recognise common uses of information technology beyond school.</li> </ul>
<b>Year 3</b>	Computer Science, Digital Literacy & Information Technology Email (3.5)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can 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.</li> </ul>
<b>Year 4</b>	Information Technology  Writing for different audiences (4.4)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>
<b>Year 5</b>	Information Technology & Computer Science  Game Creator (5.5)	<ul style="list-style-type: none"> <li>I can 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</li> <li>I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> </ul>
<b>Year 6</b>	Computer Science & Information Technology  Text Adventures (6.5)	<ul style="list-style-type: none"> <li>I can design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</li> <li>I can use sequence, selection and repetition in programs; work with variables and various forms of input and output.</li> <li>I can use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</li> </ul>



## Computing Whole School Half Termly Overview (Summer 1 2022)

Year group	Topic	Key Assessment Criteria
<b>Year 1</b>	Animated Story Books (1.6)	<ul style="list-style-type: none"> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> </ul>
<b>Year 2</b>	Information Technology Making music(2.7)	<ul style="list-style-type: none"> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>I can recognise common uses of information technology beyond school.</li> </ul>
<b>Year 3</b>	Information Technology Branching Data bases (3.6)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>
<b>Year 4</b>	Information Technology Animation (4.6)	<ul style="list-style-type: none"> <li>I can 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.</li> </ul>
<b>Year 5</b>	Digital Literacy Spreadsheets (5.3)	<ul style="list-style-type: none"> <li>I can 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</li> <li>I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>
<b>Year 6</b>	Computer Science Networks (6.6)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Ongoing)</li> </ul>



## Computing Whole School Half Termly Overview (Summer 2 2022)

Year group	Topic	Key Assessment Criteria
<b>Year 1</b>	Spreadsheets (1.8) (Information Technology) (1.9) (Digital Literacy)	<ul style="list-style-type: none"> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>I can recognise common uses of information technology beyond school (Technology Outside School)</li> </ul>
<b>Year 2</b>	Information Technology Presenting ideas (2.8)	<ul style="list-style-type: none"> <li>I can use technology purposefully to create, organise, store, manipulate and retrieve digital content.</li> <li>I can recognise common uses of information technology beyond school.</li> </ul>
<b>Year 3</b>	Information Technology Simulations(3.7) Graphing (3.8)	<ul style="list-style-type: none"> <li>I can 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.</li> </ul>
<b>Year 4</b>	Information Technology & Computer Science Effective Search (4.7) Hardware Investigators (4.8)	<ul style="list-style-type: none"> <li>I can 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.</li> <li>I can use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</li> </ul>
<b>Year 5</b>	Information Technology Concept maps (5.7)	<ul style="list-style-type: none"> <li>I can 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</li> </ul>
<b>Year 6</b>	Information Technology Quizzing (6.7)	<ul style="list-style-type: none"> <li>I can 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.</li> </ul>