Teaching Computing 2022-23

National Curriculum Statements KS1

Programming	understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
Programming	create and debug simple programs
Programming	use logical reasoning to predict the behaviour of simple programs
Creating Media Data and Information	use technology purposefully to create, organise, store, manipulate and retrieve digital content
Computing Systems and networks	recognise common uses of information technology beyond school
Online Safety	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.

National Curriculum Statements KS2

Programming	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
Programming	use sequence, selection, and repetition in programs; work with variables and various forms of input and output
Programming	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
Computing Systems and networks	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
Computing Systems and networks	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
Creating Media Data and Information	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
Online Safety	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Units

- Computing Systems and networks
- Creating Media
- Data and Information
- Programming
- Online Safety – To be taught as part of PHSE using National Computing Lessons

Autumn Term (7 weeks)

- Computing Systems and networks (3 weeks of the 6)
- Data and Information (4 weeks of the 6)

Spring Term

- Programming

Summer Term

- Creating Media

Pippin – Year 1 and Maigold

Year A 2022/2023

Maigold and Year 1 Pippin – use ipads

- Computing Systems and networks – Year 2 planning
- Creating Media – Year 1 Digital writing
- Data and Information Year 1
- Programming – Year 1 B Programming a Robot (12 beebots in Pippin Classroom)

Year B 2023/2014

Maigold and Year 1 Pippin – use ipads

- Computing Systems and networks – Year 1
- Creating Media – Year 1 Digital painting
- Data and Information Year 2
- Programming – Year 1 Introduction to Animation

Gala – Chrome books or ipads depending on planning

- Computing Systems and networks – Year 3
- Creating Media – Year 3 Animation
- Data and Information Year 3

- Programming year 3 A Sequence in music (chrome books)

Discovery

- Computing Systems and networks – Year 4
- Creating Media – Year 4 audio editing
- Data and Information Year 4 – You will need dataloggers and batteries! Also use science journal app as our data loggers won't connect to a device
- Programming – Year 4 B repetition in games

Camelot

- Computing Systems and networks – Year 5
- Creating Media – Year 5 video editing
- Data and Information Year 5
- Programming – Year 5 A Selection in Physical computing

Blenheim

- Computing Systems and networks – Year 6
- Creating Media – Year 6 web page creation
- Data and Information Year 6
- Programming A variables in games using Microbits

Online Safety – To be taught as part of PHSE national online safety planning (See PSHE Overview)

Year A

- Self-image and identity
- Online relationships
- Online reputation
- Online bullying

Year B

- Managing online information
- Health, wellbeing and lifestyle
- Privacy and security
- Copyright and ownership