

## Key Stage 2 - Curriculum Coverage – Computing

Yr Group	Unit	Learning intention	National Curriculum Coverage							Skills and Knowledge (For Key, see bottom of page)										Cross Curricular Links			
			2.1	2.2	2.3	2.4	2.5	2.6	2.7	AL	CM	CS	DD	DI	ET	IT	NW	PG	SS				
Year 3	Computer systems and networks. Connecting computers	To explain how digital devices function																					
		To identify input and output devices																					
		To recognise how digital devices change the way we work																					
		To explain how a computer network can be used to share information																					
		To explore how digital devices can be connected.																					
		To recognise physical devices within a network																					
Year 3	Creating media – Stop frame animation	Explain that animation is a sequence of drawings or photographs																					
		To relate animated movement with a sequence of images																					
		To plan an animation																				History	
		To identify the need to work consistently and carefully																					
		To review and improve an animation																					
		To evaluate the impact of adding other media to an animation																					
Year 3	Programming – Events and actions	To explain how a robot moves in an existing project																				Writing	
		To create a program to move a device in 4 different directions																					
		To adapt a program to a new context																				Writing	
		To develop a program by adding features.																					
		To identify bugs and fix problems																					
		To design and create a maze based challenge																					
Year 3	Data and info – Branching databases	To create questions with yes and no answers																				Math	
		To identify attributes to gather data about an object																				Math	
		To create a branching database																				Math	
		To explain why it is useful for a database to be well structured																				Math	
		To plan the structure of a branching database																				Math	
		To independently create and identification tool.																				Math	

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Year 4	Computer systems and networks. The internet	To describe how networks physically connect to other networks																					ESafety	
		To recognise how networked devices make up the internet																						Esafety
		To outline how websites can be shared on the WWW																						
		To describe how content can be added and accessed on the WWW																						
		To recognise how content on the WWW is created by people																						
		To evaluate the consequences of unreliable content.																						Esafety
Year 4	Creating media – Photo editing	To explain that the composition of images can be changed																						
		To explain that colours can be changed in digital images																						
		To explain how cloning can be used in photo editing																						
		To explain that images can be combined																						
		To combine images for a purpose																						
		To evaluate how changes can improve an image.																						
Year 4	Programming – on screen	To identify accuracy in programming is important																						
		To create a program in a text-based language																						
		To explain what repeat means																						
		To modify a count controlled loop to produce a given outcome																						
		To decompose a task into small steps																						
		To create a program that uses count controlled loops to produce a given outcome.																						
Year 4	Data and info – Data logging	To explain data gathered is used to answer questions																					math	
		To use a digital device to collect data automatically																					math	
		Explain a data logger collects data points over time																					math	
		To recognise a computer can analyse data																					math	
		To identify data needed to answer questions																					math	
		To use data from sensors to answer questions																						math

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Year 5	Computer systems and networks. – Sharing info	To explain the importance of internet addresses																							
		To recognise how data is transferred across the internet																							
		To explain how info online can help people work together																						esafety	
		To evaluate different ways of working together online																							
		To recognise how we communicate using technology																							
		To evaluate different methods of online communication																							
Year 5	Creating media – video production	To explain what makes a video effective																							
		To identify digital devices that can record																							
		To capture video using a range of techniques																						RE	
		To create a story board																							
		To improve video by reshooting and editing																							
		To evaluate a video and choices made.																							
Year 5	Programming – Selection in programming	To control a simple circuit connected to a computer																						DT	
		To write a program that includes count controlled loops																							DT
		To explain a loop can stop when a condition is met																							DT
		To explain a loop that can be used repeatedly, check whether condition has been met.																							DT
		To design a physical project that includes selection																							DT
		To create a program that controls a physical computing project																							DT
Year 5	Data and info – Flat file databases	To use a form to record information																						Math	
		To compare paper and computer based databases																							Math
		Outline how to answer questions by grouping and sorting data																							Math
		Explain tools can be used to select data																							Math
		To explain computer programs can compare data visually																							Math
		Use a real world data base to answer questions																							math

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Year 6	Computer systems and networks. –Searching	To explain that computers can be connected together to form systems																				
		To recognise the role of computer systems in our lives																				
		To experiment with search engines																				
		To describe how search engines select results																				
		To explain how search results are ranked																				
		To explain how the order of results is important and by whom																				
Year 6	Creating media – Website creation	Review an existing website and consider its structure																				
		To plan the features of a webpage																				
		To consider the ownership and use of images (Copyright)																				
		To recognise the need to preview pages																				
		To outline the need for a navigation path																				
		To recognise the implications of linking to content owned by other people																			Copyright	
Year 6	Programming – Variables in games	To define a variable as something that is changeable																				
		To explain why a variable is used in a program																				
		Choose how to improve a game by using variables																				
		To design a project that builds on a given example																				
		To use my design to create a project																				
		To evaluate my project																				
Year 6	Data and info – Spreadsheets	To create a data set in a spreadsheet																		Math		
		To build a data set in a spreadsheet																		Math		
		To explain that formulas can be used to produce calculated data																		Math		
		To apply formulas to data																		Math		
		To create a spreadsheet to plan an event																		Math		
		To choose suitable ways to present data																		math		

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