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|  |  | **Key Skills/concepts** | **Term Taught** | **Topic, ICT package used to deliver** **the teaching** |
| KS2 Y3 | Computing | Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  |  |   |
| KS2 Y3 | Computing | Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  |  |   |
| KS2 Y3 | Computing | Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.  |  |   |
| KS2 Y3 | Computing | 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.  | Summer |  E Schools |
| KS2 Y3 | Computing | Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.  |  |   |
| KS2 Y3 | Computing | 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.  |  |  Internet used to support learning through research etc |
| KS2 Y3 | Computing | Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  | Summer |  E Safety - Police lessons and Jig Saw |

 **Computing Y3**

**Y4 Computing**

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|  |  | **Key Skills/concepts** | **Term Taught** | **Topic, ICT package used to deliver** **the teaching** |
| KS2 Y4 | Computing | Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.  | Spring 2 | Scratch  |
| KS2 Y4 | Computing | Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.  | Spring 2 | Scratch  |
| KS2 Y4 | Computing | Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.  | Spring 2 |   |
| KS2 Y4 | Computing | 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.  | Summer 2 |   |
| KS2 Y4 | Computing | Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.  | Summer 2 |   |
| KS2 Y4 | Computing | 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.  | Summer 2 |  I Movie persuasive writing - Zoos |
| KS2 Y4 | Computing | Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.  | Summer |  OngoingPolice E Safety lessons |