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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 | Ongoing  Police E Safety lessons |