

Alignment to the National Curriculum (KS1)



The below tables outlines where the statutory content from the National Curriculum is **first taught** across KS1 or KS2. The curriculum has been sequenced so that much of the content is reviewed in subsequent units.

Programming	
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions	Y1 Aut: Moving a robot Y1 Sum : Introduction to animation Y2 Aut: Robot algorithms Y2 Sum: Introduction to quizzes
Create and debug simple programs	Y1 Aut: Moving a robot Y1 Sum : Introduction to animation Y2 Aut: Robot algorithms Y2 Sum: Introduction to quizzes
Use logical reasoning to predict the behaviour of simple programs	Y1 Aut: Moving a robot Y1 Sum : Introduction to animation Y2 Aut: Robot algorithms Y2 Sum: Introduction to quizzes
Creative media	
use technology purposefully to create, organise, store, manipulate and retrieve digital content	Y1 Spr: Digital painting Y1 Sum: Digital writing Y2 Spr: Making music Y2 Sum: Digital photography
Computer systems and networks	
Recognise common uses of information technology beyond school	Y1 Aut: Technology around us Y2 Aut: IT around us
E-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	Covered in all units.



Alignment to the National Curriculum (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

Y3 Aut: Sequencing music
Y3 Sum: Events and actions
Y4 Sum: Repetition in shape
Y4 Sum: Repetition in games
Y5 Spr: Selection in physical computing
Y5 Spr: Selection in quizzes
Y6 Aut: Variables in games
Y6 Sum: Sensing

Use sequence, selection, and repetition in programs; work with variables and various forms of input and output

Y3 Aut: Sequencing music
Y3 Sum: Events and actions
Y4 Sum: Repetition in shape
Y4 Sum: Repetition in games
Y5 Spr: Selection in physical computing
Y5 Spr: Selection in quizzes
Y6 Aut: Variables in games
Y6 Sum: Sensing

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Y3 Aut: Sequencing music
Y3 Sum: Events and actions
Y4 Sum: Repetition in shape
Y4 Sum: Repetition in games
Y5 Spr: Selection in physical computing
Y5 Spr: Selection in quizzes
Y6 Aut: Variables in games
Y6 Sum: Sensing



Alignment to the National Curriculum (KS2)



Creative media

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

Y3 Spr: Animation
Y3 Sum: Desktop publishing
Y4 Aut: Photo editing
Y4 Spr: Audio editing
Y5 Aut: Vector drawing
Y5 Sum: Video editing
Y6 Spr: 3d modelling
Y6 Sum: Webpage creation

Computer 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

Y3 Aut: Connecting computers
Y4 Aut: The internet
Y5 Aut: Sharing information
Y6 Aut: Communication

Data and information

use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

Y3 Spr: Branching databases
Y4 Spr: Data logging
Y5 Sum: Flat file databases
Y6 Spr: Spreadsheets

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

Y3 Spr: Branching databases
Y4 Spr: Data logging
Y5 Sum: Flat file databases
Y6 Spr: Spreadsheets

E-Safety

use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

Covered in all units.

