

EYES

Introduction to algorithms
What are computers

Year 1

Programming Activities
involving simple up down left
& right commands
Computer Hardware

Year 2

Networks
Programming Structures
Coding involving Forward &
Turn commands
Network Tools

Year 4

Advanced Logic
Using Controls
Loops & Sequences
Pattern & Repetition

Year 3

Understanding Algorithms
Movement
Debugging
Drawing
Functional Thinking

Year 5

Conditional selection &
Variables
Programming using
Advanced Code Block

Year 6

Programming using
Advanced Code Block
Functional Thinking: Logic
Challenge
Binary Code & Computing
Language

**Secondary
ready**

Computer Science

EYES

Recognising how
Information Technology is
used outside of school

Year 1

Jobs in Computing

Year 2

Multimedia & Styling
Search Engines
File Management

Year 4

Inputs & Outputs
Forums & Blogs

Year 3

Jobs in Computing

Year 5

Robotics

Year 6

HTML Styling

Secondary
ready

Information Technology

EYES

Giving out information
Talking to people on line

Year 1

Password safety story book
Communicating online
Cyberbullying

Year 2

Cyberbullying
Respect
Password safety
Cyberbullying

Year 4

Cyberbullying
Sharing information
Email safety
Password safety

Year 3

Respecting others online

Year 5

Viruses
Passwords

Year 6

Passwords
Cyberbullying
Viruses (recap)

Secondary ready

E-Safety

EYES

Develop as digitally literate citizens

Year 1

Jobs in Computing

Year 2

Email & IP addresses
Email safety
Finding addresses

Year 4

Jobs in Computing

Year 3

Jobs in Computing

Year 5

Open and closed
Chatrooms and how they work

Chatrooms and how they work
Computer Evolution

Year 6

Secondary ready

Digital Literacy



Key stage 1 Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs ☑ use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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.

Key stage 2 Pupils should be taught to:

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



Working scientifically

