

# Computing Curriculum: KS1



	Year 1			Year 2		
NC Expectations	<a href="#">Algorithms Unplugged</a>	<a href="#">Digital Imagery (Microsoft)</a>	<a href="#">Online Safety</a>	<a href="#">What is a computer?</a>	<a href="#">Algorithms &amp; debugging</a>	<a href="#">Online Safety</a>
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.			✓			✓

# Computing Curriculum: LKS2



NC Expectations	Year 3			Year 4		
	<a href="#">Journey inside a computer</a>	<a href="#">Scratch</a>	<a href="#">Online Safety</a>	<a href="#">Further coding with Scratch</a>	<a href="#">Investigating weather</a>	<a href="#">Online Safety</a>
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.			✓			✓

# Computing Curriculum: UKS2



	Year 5			Year 6		
NC Expectations	<a href="#">Online Safety</a>	<a href="#">Mars Rover</a>	<a href="#">Micro:bit</a>	<a href="#">Bletchley Park</a>	<a href="#">Intro to Python</a>	<a href="#">Online Safety</a>
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.	✓			✓		✓

# Condensed Curriculum: Required Lessons

Year 1		
Algorithms Unplugged	Digital Imagery	Online Safety
Lessons: 1, 2, 4 & 5	Lessons: 1, 2 & 3	Lessons: 1, 2, 3 & 4

Year 2		
What is a computer?	Algorithms & debugging	Online Safety
Lessons: 1, 2 & 5	Lessons: 1, 2, 4 & 5	Lessons: 1, 2, 3 & 4

Year 3		
Journey inside a computer	Scratch	Online Safety
Lessons: 1, 2 & 5	Lessons: 1, 2, 3 & 5	Lessons: 1, 2, 3 & 4

Year 4		
Further coding with Scratch	Investigating weather	Online Safety
Lessons: 2, 3 & 4	Lessons: 1, 3 & 4	Lessons: 1, 2, 3 & 5

Year 5		
Online Safety	Mars Rover	Micro:Bit
Lessons: 1, 4 & 5	Lessons: 1, 2 & 4	Lessons: 1, 2, 3 & 4

Year 6		
Bletchley Park	Intro to Python	Online Safety
Lessons: 1, 2 & 3	Lessons: 1, 2, 3 & 4	Lessons: 1, 2, 4 & 6