

## Subject Coverage Map for Key Stage 1 and 2

### Computing

Computing National Curriculum Expectations KS1						
National Curriculum Statement	Year 1			Year 2		
	Autumn	Spring	Summer	Autumn	Spring	Summer
understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		Programming A – Moving a robot	Programming B – Introduction to animation		Programming A – Robot algorithms	Programming B – An introduction to quizzes
create and debug simple programs		Programming A – Moving a robot	Programming B – Introduction to animation		Programming A – Robot algorithms	Programming B – An introduction to quizzes
use logical reasoning to predict the behaviour of simple programs		Programming A – Moving a robot	Programming B – Introduction to animation		Programming A – Robot algorithms	Programming B – An introduction to quizzes

<p>use technology purposefully to create, organise, store, manipulate and retrieve digital content</p>	<p>Computing systems and networks – Technology around us Creating media – Digital painting</p>	<p>Data and information – Grouping data</p>	<p>Creating media – Digital writing Programming B – Introduction to animation</p>	<p>Computing systems and networks – IT around us Creating media – Digital photography</p>	<p>Programming A – Robot algorithms Data and information – Pictograms</p>	<p>Creating media – Making music</p>
<p>recognise common uses of information technology beyond school</p>	<p>Computing systems and networks – Technology around us</p>	<p>Programming A – Moving a robot</p>		<p>Computing systems and networks – IT around us Creating media – Digital photography</p>		
<p>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.</p>	<p>Computing systems and networks – Technology around us</p>	<p>Data and information – Grouping data</p>	<p>Creating media – Digital writing</p>	<p>Computing systems and networks – IT around us Creating media – Digital photography</p>	<p>Data and information – Pictograms</p>	
<p><b>Computing National Curriculum Expectations KS2</b></p>						
<p>National Curriculum Statement</p>	<p><b>Year 3</b></p>		<p><b>Year 4</b></p>			

	Autumn	Spring	Summer	Autumn	Spring	Summer
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		Programming A – Sequence in music	To design and create a maze-based challenge		Programming A – Repetition in shapes	Programming B – Repetition in games
use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Computing systems and networks – Connecting computers	Programming A – Sequence in music	To design and create a maze-based challenge		Programming A – Repetition in shapes Data and information – Data logging	Programming B – Repetition in games
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		Programming A – Sequence in music	To design and create a maze-based challenge		Programming A – Repetition in shapes	Programming B – Repetition in games
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	Computing systems and networks – Connecting computers			Computing systems and networks – The Internet		

<p>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p>			<p>Creating media – Desktop publishing</p>	<p>Computing systems and networks – The Internet Creating media – Audio editing</p>		<p>Creating media – Photo editing</p>
<p>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</p>	<p>Computing systems and networks – Connecting computers Creating media – Animation</p>	<p>Programming A – Sequence in music Data and information – Branching databases</p>	<p>Creating media – Desktop publishing To design and create a maze-based challenge</p>	<p>Computing systems and networks – The Internet Creating media – Audio editing</p>	<p>Programming A – Repetition in shapes Data and information – Data logging</p>	<p>Creating media – Photo editing</p>
<p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p>Creating media – Animation</p>			<p>Computing systems and networks – The Internet Creating media – Audio editing</p>		<p>Creating media – Photo editing</p>

National Curriculum Statement	Year 5			Year 6		
	Autumn	Spring	Summer	Autumn	Spring	Summer
design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Computing systems and networks – Sharing information	Programming A – Selection in physical computing	Programming B – Selection in quizzes	Computing systems and networks – Communication	Programming A – Variables in games	Programming B – Sensing
use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Computing systems and networks – Sharing information	Programming A – Selection in physical computing	Programming B – Selection in quizzes		Programming A – Variables in games	Programming B – Sensing
use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		Programming A – Selection in physical computing	Programming B – Selection in quizzes		Programming A – Variables in games	Programming B – Sensing
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	Computing systems and networks – Sharing information			Computing systems and networks – Communication		

<p>use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p>	<p>Creating media – Video editing</p>	<p>Data and information – Flat-file databases</p>		<p>Computing systems and networks – Communication</p> <p>Creating media – Web page creation</p>		
<p>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</p>	<p>Computing systems and networks – Sharing information</p> <p>Creating media – Video editing</p>	<p>Programming A – Selection in physical computing</p> <p>Data and information – Flat-file databases</p>	<p>Creating media – Vector drawing</p> <p>Programming B – Selection in quizzes</p>	<p>Computing systems and networks – Communication</p> <p>Creating media – Web page creation</p>	<p>Programming A – Variables in games</p> <p>Data and information – Spreadsheets</p>	<p>Creating media – 3D Modelling</p> <p>Programming B – Sensing</p>
<p>use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>	<p>Computing systems and networks – Sharing information</p> <p>Creating media – Video editing</p>			<p>Computing systems and networks – Communication</p> <p>Creating media – Web page creation</p>		<p>Creating media – 3D Modelling</p>

