

Key Stage 2 National Curriculum Objectives

Computer Science	Information Technology	Digital Literacy
<ul style="list-style-type: none"> <i>(How computers and computer systems work and how they are designed and programmed)</i> 	<p><i>(the purposeful use of existing programs to develop products and solutions)</i></p>	<p><i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i></p>
<p>A - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p>		
<p>B - use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p>		
<p>C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p>		
<p>D - 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</p>		
<p>E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p>		
<p>F - 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>G - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>		

Long Term Overview

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
3	CS	Events and Actions ABCF		Connecting Computers BDF Connecting computers - https://paintz.app/			
	IT					Stop frame animation FG	
4	CS	Repetition in Games ABC				The Internet DEFG	
	IT			Data Logging BF Data loggers can be loaned from Teach computing Or download app - https://www.arduino.cc/education/science-journal - on website experiment examples			

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
5	CS	Systems and Searching ABCF					
	IT	Fat file Databases EF Flatfile databases - https://www.j2e.com/jit#animate		Video Production EFG Video editing - imovie app		Introduction to vector Graphics F 3D modelling - https://www.tinkercad.com/ - create free teacher account	
6	CS			Communication and Collaboration DFG		Variables in Games ABCF	
	IT	Webpage Creation EFG Creating websites - https://sway.office.com/my - through own website					