



National Curriculum Coverage – Computing

KS1

National Curriculum Statement:	Topic(s) that cover this statement:	Year/Term taught:
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	Programming animations tablet Programming A-Robot algorithms	Year 1 Summer Year 2 Summer
Pupils should be taught to create and debug simple programs	Moving a robot Beebot Programming A-Robot algorithms	Year 1 Spring Year 2 Summer
Pupils should be taught to use logical reasoning to predict the behaviour of simple programs	Moving a robot Beebot Data and information- pictograms	Year 1 Spring Year 2 Spring
Pupils should be taught to use technology purposefully to create, organise, store, manipulate and retrieve digital content	Technology around us Creating media- Digital photography	Year 1 Autumn Year 2 Autumn
Pupils should be taught to recognise common uses of information technology beyond school	Creating media- Digital photography	Year 2 Autumn
Pupils should be taught to use technology safely and respectfully, keeping personal information private;	Technology around us Creating media- Digital photography	Year 1 Autumn Year 2 Autumn

identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies		
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KS2

National Curriculum Statement	Topic(s) that cover this statement:	Year/Term taught:
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 they offer for communication and collaboration	Programming A – Repetition in Shapes	Year 4 Spring 1
	Selection in quizzes	Year 5 Summer 2
	Sensing Movement	Year 6 Summer 2
Pupils should be taught to use sequence, selection, and repetition in programs; work with variables and various forms of input and output	Sequencing sounds	Year 3 Spring 1
	Selection in quizzes	Year 5 Summer 2
	Sensing movement	Year 6 Summer 2
Pupils should be taught to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Programming A-Repetition in shapes	Year 4 Spring 1
	Selection in quizzes	Year 5 Summer 2
	Sensing movement	Year 6 Summer 2
Pupils should be taught to 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	Connecting computers	Year 3 Autumn 1
	Computing systems and Networks – The Internet Systems and Searching	Year 4 Autumn 1 Year 5 Autumn 1

	Communication and Collaboration	Year 6 Autumn 1
Pupils should be taught to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	Video production	Year 5 Spring 1
	Web creation	Year 6 Spring 1
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	Desktop publishing	Year 3 Summer 1
	Creating Media – Photo Editing	Year 4 Summer 1
	Web creation	Year 6 Spring 1
Pupils should be taught to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Computing systems and Networks – The Internet	Year 4 Autumn 1
	Video production	Year 5 Spring 1
	Communication and Collaboration	Year 6 Autumn 1