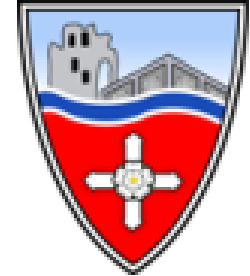




# East Ayton Primary School



## Computing Curriculum Map

### Coding and Programming

- KS1** - understand what algorithms are; how they are implemented as programs on digital devices;
- Understand that programs execute by following precise and unambiguous instructions
  - create and debug simple programs
  - use logical reasoning to predict the behaviour of simple programs

- KS2** - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- 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

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
1.1 We are treasure hunters (algorithm using Beebots)	2.1 We are astronauts (Scratch Junior app)	3.1 We are programmers (Scratch)	4.1 We are software developers (Scratch)	5.2 We are cryptographers (Scratch)  5.1 We are game developers (Scratch)	6.1 We are toy makers (Scratch/MakeCode/MicroBit)  6.2 We are computational thinkers (Google Maps and Scratch)

## Technology in our lives

**KS1** - recognise common uses of information technology beyond school

**KS2** - 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

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Use of Google and websites  Typing: Use of BBC Dance Mat Typing <a href="https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr">https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr</a>		Use of Google and the web. Use of Word and PowerPoint.  Typing: Use of BBC Dance Mat Typing <a href="https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr">https://www.bbc.co.uk/bitesize/topics/zf2f9j6/articles/z3c6tfr</a> Nitro Type for Years 5 & 6 <a href="https://www.nitrotype.com">https://www.nitrotype.com</a>  Times Table Rock Stars <a href="https://trockstars.com">https://trockstars.com</a>			
	<b>1.2 We are TV chefs (instructions using iMovie video)</b>	<b>2.3 We are photographers (iPad photo and editing apps)</b>  <b>2.5 We are animators (Stop motion app iPads)</b>	<b>3.6 We are opinion pollsters (Google forms)</b>	<b>4.6 We are meteorologists (Google sheets)</b>		<b>6.2 We are computational thinkers (Google Maps and Scratch)</b>

## Multimedia, Data Handling & Software

**KS1** - use technology purposefully to create, organise, store, manipulate and retrieve digital content

**KS2** - 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

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<b>1.2 We are TV chefs</b> (instructions using iMovie video)  <b>1.3 We are digital artists</b> (art using Brushe Redux iPad app)	<b>2.3 We are photographers</b> (iPad photo and editing apps)  <b>2.5 We are animators</b> (Stop motion app iPads)	<b>3.4 We are who we are</b> (Google slides)	<b>4.5 We are artists</b> (Google Draw)  <b>4.6 We are meteorologists</b> (Google sheets)	<b>5.3 We are architects</b> (3D design software – Trimble Sketchup)	<b>6.3 We are publishers</b> (Google Docs)

### Online Safety

**KS1** - 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.

**KS2** - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6

#### Online Safety

For each *Switch On Computing* unit there are links made to online safety coverage on the *online safety road map* page.

#### SMART online

During Autumn 1 the SMART acronym needs to be taught and each area covered. Each term and every computing lesson feed in areas of staying smart online to any relevant learning using computer equipment and internet services. Each term an assembly focusing on E-safety will take place.

<https://www.childnet.com/resources/video-lessons>