



KEY STAGE 2 COMPUTING AND E-SAFETY CURRICULUM OVERVIEW

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Coding	Safety online and spreadsheets	Typing and email	Emailing and branching databases	Branching databases and simulations	Graphing
Year 4	History - Effective searching using Internet research/Google slides 3D Modelling and CAD	Writing for different audiences (TED Talk, did not complete all of PM planning)	Hardware investigators Online safety	Spreadsheets	Coding	Animation- Making Music (Not all lessons complete)
Year 5	Coding	Oracy-creating/ recording videos English- Internet research/ Google Docs/ Google Slides	Online safety	Geography- Internet research/ Google Docs/ Google Slides	Science- spreadsheets English/ History- Internet research/ Google Docs/ Google Slides	Maths- data representation 3D Modelling and CAD
Year 6	Online safety	Geography - Internet research/Google slides Science - Internet research	History - Internet research/ Google Docs/ Google Slides Networks	3D Modelling and CAD	English - Internet research/ Google Docs/ Google Slides	Coding and Scratch Maths - Spreadsheets (Google sheets) Blogging

Respect - Honesty - Resilience - Collaboration - Aspiration - Kindness



	NC Objectives
Computer Science	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.
Information Technology	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.
Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

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