

Hola Mexico
Culture

Demonstrate knowledge and understanding of how networks work by describing the types of services offered (www, e-mail).

Independently problem solve and model situations and processes by understanding and explaining the impact of changing variables and rules within a model.

Design and create/ use a range of programs to accomplish given goals.

Create flow charts and other diagrams to explain how processes or models work.

Yr 5 topic???

Describe how to check for inaccurate data. Know which formulas to use to change a spreadsheet model

Create data collection forms and enter data from these accurately. Make graphs from calculations on their own spreadsheet

Revolution
Discovery

Year 6

Create a branching database from info collected and sorted.

Sort and organise information in a database

Water of Life
Discovery

Create programs to control physical systems. Discuss online communication and collaboration.

Demonstrate knowledge and understanding of computer hardware, including input, output and

Begin to produce algorithms by using logical and appropriate structures to organise data and produce accurate and precise

Use logical reasoning to detect problems, make changes and find out what happens.

Test programs using model and simulations. Design and write programs that achieve a goal. Working with variable for input and output.

Wombourne
Footprint

Year 5

Identify and select appropriate information using straightforward lines of inquiry. Use different approaches to search and retrieve digital information, including the browser address bar and short cuts.

Analyse and tackle problems by decomposing into smaller parts.

Identify how to select information to put into a data table. Recognise information that is suitable for their topic.

Year 4

Detect and correct errors in algorithms and code

Mighty Metals
DISCOVERY

Potions
Discovery

Predators
Footprint

Use software and search engine effectively

Use sequence, selection and repetition in programs.

Use logical reasoning to explain how algorithms work.

Tremors
Footprint

Computing Curriculum Map

Use software and search engine effectively

Beachcombers
CIVILISATION

Use logical reasoning to predict the behaviour of simple programs.

Write and test simple programs

Recognise what algorithms are, how they are implemented as programs on digital devices, and that programs execute by following a sequence of instruction.

Year 3

Explain why digital folders are used. Organise work into digital folders.

Beat Band Boogie

Street Detectives
DISCOVERY

Explain how a branching/ tree diagram works. Place objects or pictures in a list or simple table. Make a simple Y/N tree diagram

Recognise common uses of ICT beyond school.

Organise, store, manipulate and retrieve data in a range

Perilous Plots
CIVILISATION

Scented Garden
All things bright and beautiful

Muck, Mess and Mixtures
DISCOVERY

Make decisions about whether or not statements or images online are likely to be true

Communicate safely, respecting and considering other people's feelings online.

Identify obviously false information in a variety of contexts. Identify personal information that should be kept private.

Year 2

Bright Lights Big City - CIVILISATION
Conflict & Resolution

Show an awareness of information in different formats .

Explain that images are information. (pictograms)

Put data into a pictogram.

Paws, claws and Whiskers.
RELATIONSHIPS

Understand rules about online safety and know who to tell if something concerns them online -

Year 1

Identify devices that can go online and those that do not - SWLG e-safety

Complete simple tasks on a computer following instructions - SWLG e-safety

Discuss and share how and when they use ICT in everyday life - SWLG e-safety planning

Give instructions to everyday devices to make things happen
Solve problems using ICT

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