KS1 Computing Curriculum		
Computer Science *(How computers and computer systems work and how they are designed and programmed)*	**Information Technology** *(the purposeful use of existing programs to develop products and solutions)*	**Digital Literacy** *(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)*
A- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions		
B- create and debug simple programs		
C- use logical reasoning to predict the behaviour of simple programs		
D- use technology purposefully to create, organise, store, manipulate and retrieve digital content		
E- recognise common uses of information technology beyond school		
F- 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		

Our Lady of the Assumption Long Term Computing Plan

Long Term Plan KS1

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1		**Online Safety**					
	CS		Tech around schools (2)			1.7 coding (6)	
	IT			Animated stories (5)	1.3 Pictograms (3)		
2		**Online Safety**					
	CS					2.1 coding (6)	
	IT	*Making music (3)*	*Effective questioning Lesson 1 and 2 could be squeezed together* *L1/2, L3 , L4*	*Creating pics (5) - Lesson 1 and then choose 2 artists/lessons*	*Presenting ideas (L1 -3)*		

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Key Stage 2 National Curriculum Objectives		
Computer Science *(How computers and computer systems work and how they are designed and programmed)*	**Information Technology** *(the purposeful use of existing programs to develop products and solutions)*	**Digital Literacy** *(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)*
A - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		
B - use sequence, selection, and repetition in programs; work with variables and various forms of input and output		
C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		
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		
E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content		
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		
G - 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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Long Term Overview Lwr KS 2

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
3		**Online Safety**					
	CS			3.7 Simulations (3)		3.1 coding (6)	Emails (5)
	IT	3.4 Touch typing (4)	3.6 branching Databases (3) 3.8 Graphing (2)		3.9 Presenting (5)		
4		**Online Safety**					
	CS			Logo (4)	Effective searching (3) Hardware investigators (2)	4.1 coding (6)	
	IT		Spreadsheets 6.9 (5) Use Microsoft Excel		Text adventures (4)		Quizzing (5?) Can you create a quiz using Microsoft Quiz?

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Long Term Overview Upr KS 2

Year 5		Online Safety					
		Term 1	**Term 2**	**Term 3**	**Term 4**	**Term 5**	**Term 6**
	CS			Game creator (5) –		5.1 coding (6)	

	IT	Word processing (L1 - 6)	Databases (3)	networks (3) Blogging (4)	3D modelling (4)		Concept maps (4)
6		**Online Safety**					
	CS			Databases (3)		6.1 Coding (6)	
	IT		Spreadsheets 6.9 (5) Use Microsoft Excel		Text adventures (4)		Quizzing (5?) Can you create a quiz using Microsoft Quiz?