



Belgrave St Bartholomew's Academy

Computing Class Curriculum Progression

Classes integrate the 'Purple Mash curriculum and 'Education for a Connected World' in order to plan a bespoke computing curriculum relevant to the children of our school.

KS1 National Curriculum	KS2 National Curriculum
<p>Pupils should be taught to:</p> <ul style="list-style-type: none"><input type="checkbox"/> understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions<input type="checkbox"/> create and debug simple programs<input type="checkbox"/> use logical reasoning to predict the behaviour of simple programs<input type="checkbox"/> use technology purposefully to create, organise, store, manipulate and retrieve digital content<input type="checkbox"/> recognise common uses of information technology beyond school<input type="checkbox"/> 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	<p>Pupils should be taught to:</p> <ul style="list-style-type: none"><input type="checkbox"/> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts<input type="checkbox"/> use sequence, selection, and repetition in programs; work with variables and various forms of input and output<input type="checkbox"/> use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs<input type="checkbox"/> 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<input type="checkbox"/> use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content<input type="checkbox"/> 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<input type="checkbox"/> use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Year	Autumn	Spring		Summer	
	Digital Literacy	Computer Science		Information Technology	
1	Technology Online Safety	Lego Builders Maze Explorers	Introduction to Coding	Spreadsheets/Typing	Video Creation Photography
2	Online Safety Education for a connected world	Coding with Purple Mash	Scratch Jnr Characters	Spreadsheets/Typing	Animation
3	Online Safety Education for a connected world	Coding and Programming	Computer Networks LitFilmFest	Spreadsheets/Typing	Photography and Digital Art
4	Online Safety Education for a connected world	Swift Playgrounds	LitFilmFest	Stop Motion Animation	Word Processing/ Presentations
5	Online Safety Education for a connected world	Coding PM	Game Creator	Spreadsheets	E-book creation
6	Online Safety Education for a connected world	Coding PM	Text Adventures Networks	Quizzing	Augmented Reality and Virtual Reality