



## Belgrave St Bartholomew's Academy

### Computing Class Curriculum Progression



Classes integrate the NCCE 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><b>Pupils should be taught to:</b></p> <ul style="list-style-type: none"><li><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</li><li><input type="checkbox"/> create and debug simple programs</li><li><input type="checkbox"/> use logical reasoning to predict the behaviour of simple programs</li><li><input type="checkbox"/> use technology purposefully to create, organise, store, manipulate and retrieve digital content</li><li><input type="checkbox"/> recognise common uses of information technology beyond school</li><li><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</li></ul>	<p><b>Pupils should be taught to:</b></p> <ul style="list-style-type: none"><li><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</li><li><input type="checkbox"/> use sequence, selection, and repetition in programs; work with variables and various forms of input and output</li><li><input type="checkbox"/> use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</li><li><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</li><li><input type="checkbox"/> use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</li><li><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</li><li><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</li></ul>

Year Group	Autumn		Spring	Summer	
	Computing systems and networks	Creating media	Programming	Data and Information	Creating Media
<b>Year 1</b>	iPad skills/ Technology Around Us	Digital Painting	<a href="https://code.org">code.org</a> Course A	Grouping data	Digital writing
<b>Year 2</b>	IT Around us	Digital Photography	<a href="https://code.org">code.org</a> Course B	Pictograms	Making music
<b>Year 3</b>	Connecting computers	Stop frame animation	<a href="https://code.org">code.org</a> Pre-reader/ Course C	Branching databases	Desktop Publishing
<b>Year 4</b>	The Internet	Audio Editing	<a href="https://code.org">code.org</a> Course D	Data logging	Photo editing
<b>Year 5</b>	Sharing Information	Video editing	<a href="https://code.org">code.org</a> Course E	Flat-file databases	Vector drawing
<b>Year 6</b>	Communication	Web page creation	<a href="https://code.org">code.org</a> Course F	Spreadsheets	3D modelling