Orford CEVA Primary School

COMPUTING

For these units use Teach Computing knowledge organisers on Google Drive

Upper KS2 (5+6)

Using scratch or other programs such as Raspberry Pi. Create multiple sprites, make basic games. Control or simulate physical systems. Build on Yr 5 Programming elements and use reasoning to detect and correct errors in algorithms.	Create more advanced multimedia presentations with images, animation and sound. Create spreadsheets with greater functionality. Create stop /start	Combines a variety of software to accomplish given goals. Selects uses and combines a range of digital devices. Analyses and evaluates data. Designs and creates more advanced systems.	Can understand networks including the internet, how they provide multiple services, such as the WWW and be discerning in evaluating digital content.	Know how to use chat rooms / social media safely, safe online gaming / safe social media usage. Recognise cyber bullying and other unacceptable behaviour.
Using Scratch: Sprites, animations and speech functions. To solve problems by decomposing them into smaller parts. Can use sequence, selection and repetition in programs. Can work with variables and various forms of input and output. Can use logical reasoning to explain how some simple algorithms work.	Begin to create multimedia presentations with images, animation and sound. Begin to create spreadsheets.	Combines some software to accomplish given goals. Selects uses and combines a range of digital devices. Analyses and evaluates data. Designs and creates systems.	To use search technologies effectively, appreciate how search results are selected and ranked and evaluate digital content.	Cyber bullying, using chat rooms / social media safely, safe online gaming / safe social media usage. Identify a range of ways to report concerns about content and contact online.

Lower KS2 (3+4)

Using Pro Bots: Independently move and control probots, draw shapes and letters.	**When using Pro Bots:** To design programs that accomplish specific goals. To design, create, debug and use repetition in programs. To control and simulate physical systems. To use logical reasoning to detect and correct errors.	To create and edit images. Use Pivot animator to produce short animations.	To select a variety of software – (specify) to accomplish given goals. Selects, uses and combines internet services. Analyses and evaluates information.	To understand the opportunities computer networks have to offer for communication. Class 2 Cycle B Summer Term.	To use websites for research and identify ways to report concerns about content and recognises acceptable and unacceptable behaviour.
Using Bee Bots: To write programs that accomplish specific goals. (Bee bot avoids obstacles). Use sequence in programs. Work collaboratively	Using Pro Bots: Introduction. Works with various forms of inputs and outputs.	To use a variety of software (MS Word MS PPT) to accomplish given goals. Design and create content. Use search technologies effectively. To present information.	To collect information, design and create content (databases) and present this information.	To use Google Drive. To contribute to class blogs and identify ways to report concerns about online contact.	To understand how to use technology responsibly to communicate online.

KS1 Y2

Using Bee Bots: To understand algorithms are implemented as programs on digital devices. To create and debug simple programs (in some cases, programs that have been provided for them.)	**Using Scratch Jnr:** To understand programs execute by following precise and unambiguous instructions. Use logical reasoning to predict the behaviour of simple programs.	To use technology purposefully to organise digital content. Within word processing create and edit text. Start new lines. Move slides within a PPT.	Use technology purposefully to manipulate digital content. Use a digital camera and retrieve images. Create PPT.	To continue to navigate websites. To know where to go for help and support if they have concerns about digital content / contact on the internet or other online tech.	To use technology respectfully. Use e-mail.

KS1 Y1

Autumn 1 Using and moving Beebots. Understanding what algorithms are.	**Autumn 2** Using BeeBots in real life situations, creating simple programs.		To create, store and retrieve digital content, creating basic word documents and drawing	To use the internet to navigate websites and write e-mails collaboratively. To recognise common uses of IT beyond school.	Keeping passwords safe and personal information private.

BIG IDEAS Key:

Computer Science – Pupils can understand and apply the fundamental principles of computer science, including abstraction, logic, algorithms and data representation. Can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems. **Information Technology** - Creating Digital Content - Can evaluate and apply information technology, including new or unfamiliar technologies analytically to solve problems. This element also includes some digital literacy, an awareness of audience and good design principles.
Digital Literacy and E safety – Pupils are responsible, competent, confident and creative users of information and communication technology.