Nelson Academy Computing Curriculum Overview 2021/22

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
E-SAFETY	Privacy and security	Self-image and identity Online Relationships	Online bullying Online Reputation	Manage online information	Copyright and Ownership	Health well-being and lifestyle
COMPUTING	Networking	Networking	Coding	Coding	Creating Media	Creating Media
Reception	Technology all around us		Moving a robot		Digital drawing	
Year 1	Technology all around us		Robot algorithms		Digital painting	
Year 2	IT around us		Scratch Jr		Digital photography	
Year 3	Connecting computers		Scratch		Digital animations	
Year 4	The Internet		Programming		Audio editing	
Year 5	Sharing information		Physical computing		Video editing	
Year 6	Communication		Changing variables		3D modelling	

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By the end of Key Stage 1, pupils will:	By the end of Key Stage 2, pupils will:
- Recognise common uses of information technology beyond school. - Use technology purposefully to create, organise, store, manipulate, and retrieve digital content. - 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. - Use technology safely and respectfully. - Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. - Create and debug simple programs. - Use logical reasoning to predict the behaviour of simple programs.	- 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. - 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. - Design, write, and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. - Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. - Use logical reasoning to explain how some simple algorithms work, and to detect and correct errors in algorithms and programs. - Use technology safely, respectfully, and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact - Use search technologies effectively and work with various forms of input. - 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. - Recognise inappropriate content, contact, and conduct and know how to report concerns

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