

					COMPUTING					
BIG IDEAS	Compute	r Science (Taught d	liscreetly)		Inf	ormation Technolo	ogy (Cross curricula			Digital Literacy
Building Blocks	Programming	Vocabulary	Computers & Networks	Text & Design	Image/ Film/ Animation	Sound/ Music Composition	Research (Internet)	Data Sorting (KS1)/ Logging (KS2)	Data Spreadsheet (KS2)	Online Safety
	Programing	Vocabulary	Computers & Networks	Text and design	Image/Film/ Animation	Sound/ Music Composition	Research (Internet)	Data Sorting/ Logging	Data Spreadsheet	Online safety
	C	omputer Scien	ce			Information	Technology			Digital Literacy
Class	Programming	Vocabulary	Computer & Networks (KS2)	Text & Design	Image/Film/An imation	Sound/Music Composition	Research (Internet)	Data Sorting (K (KS2 Data Sprea (KS2	2) adsheet	Online Safety
Wrens: Reception (EYFS) Year 1	Follow a set of instructions to move forwards, backwards and to make turns. ( Unplugged )  Know how to make a beebot to move 1 and	Children are able to use the list of vocabulary in their explanation and understand the different terms used in their lessons.	Name a type of technology in the classroom.  Name a type of technology in our school.  Locate a mouse, keyboard	Use a device to interact with age appropriate apps e.g. using Draw and Tell app.  Know how to use a mouse to make lines	Use technology to take photos/film s.	Use technology to listen to music.  Use technology to make music.	Use a QR code to engage with a website.  Know that they can use technology to find information online.	To know how simple block at To name a groobjects using according to according to according size or colour.)	graph.  oup of a label  oroperty	To recognise kind and unkind behaviour.  To be able to identify the positives and negatives when using technology.  To understand how your



		Compe	iting sticky kind	meage		
then 2 steps	and	and				online activity
forwards /	monitor on	squiggles.				can affect
backwards.	a desktop					others.
	computer.	Know the				
Be able to		icons for				
make an	Name 3	the shape				
icon move	types of	and line				
forward 5	technology.	tools to				
steps and		draw a				
back 5	Locate the	picture.				
steps.	on switch of					
	a desktop	Explain how				
Know that	PC.	to change				
an		the colour				
algorithm is	Know that	and size of				
a list of	the shift key	the				
steps.	creates a	paintbrush.				
	capital					
Know the 4	letter.	Know that				
commands		the space				
for the		keys make a				
Beebot and		space and				
use in a		backspace				
sequence		deletes				
including		text.				
forwards/						
backwards.		Know				
		where the				
Explain		font and				
what a start		size icons				
block does		are and that				
		they change				



3					ating Sticky Kin	<u> </u>			
	in a			font size					
	program.			and make					
				the text					
	Name			bigger or					
	directional			smaller.					
	blocks								
	which move								
	a sprite.								
Robins	Know the 4	Children are	Name 3	Know the	Explain how	Show how	Be able to	To name a group of	To be able to
Years 1/2	commands	able to use	types of	icons for	you can	music is	use a scroll	objects using a label	identify the
	for the	the list of	technology.	the shape	take/captur	made from	bar on	according to property	positives and
	Beebot and	vocabulary		and line	e a digital	a series of	webpages.	(including size, shape or	negatives
	use in a	in their	Locate the	tools to	photo.	notes.		colour.)	when using
	asequence	explanation	on switch of	draw a					technology.
	including	and	a desktop	picture.	Describe	Show how		To understand, use and	
	forwards/	understand	PC.		how some	you can		read a tally chart.	То
	backwards.	the		Explain how	tools can be	create a			understand
		different	Know that	to change	used to	rhythm		To use a program to	how your
	Explain	terms used	the shift key	the colour	change an	pattern on		create a pictogram.	online activity
	what a start	in their	creates a	and size of	image.	а			can affect
	block does	lessons.	capital	the		computer/d			others.
	in a		letter.	paintbrush.	Identify	evice and			
	program.		Know that if		which	how it can			To know the
			something	Know that	photos are	be changed.			risks of
	Name		online is	the space	real and				sharing
	directional		upsetting, it	•	which have	Show how			information
	blocks		needs to be	space and	been	you can			without
	which move		reported to	backspace	changed.	change			permission
	a sprite.		an adult.	deletes		pitch on a			
				text.		computer/d			То
	Write a		Name			evice.			understand
	program for		examples of						the type of



-				ating bureky kine		
	the Beebot	how IT	Know			information
	using the 4	helps to	where the			you
	commands	improve our	font and			should/shoul
	in a	word. e.g.	size icons			d not share
	sequence	traffic lights	are and that			online.
	including	and how	they change			
	forwards/	they keep	font size			
	backwards/	us safe on	and make			
	left turn/	the road.	the text			
	right turn.		bigger or			
			smaller.			
	Know when					
	and how to		Be able to			
	debug		add text			
	programs.		and an			
			image.			
	Know a					
	series of		Be able to			
	instructions		save and			
	(usually on		retrieve			
	a computer)		work.			
	is called an					
	algorithm.		Explain how			
			we can			
	Be able to		present			
	move the		information			
	sprite and		using a			
	manipulate		computer.			
	the controls					
	by setting					
	conditions.					



	F			· ·	1				
	E.g. Jump								
	high.								
	Change the								
	_								
	background								
	on Scratch.								
	Create 2								
	sprites and								
	make a								
	conversatio								
	n happen								
	between								
	them.								
	Know how								
	to save and								
	retrieve								
	projects.								
	Say one								
	way a								
	project								
	could be								
	improved.							<u> </u>	_
Woodpeck		Children are	Identify at	Explain the	Be able to	Identify the	Be able to	To give an example of	То
ers	what a	able to use	least 2	difference	explain that	uses for	use the	an open-ended	understand
Years 3/4	sprite is.	the list of	networked	between	an	recorded	internet to	question and a yes/ no	the difference
		vocabulary	devices	text and	animation is	audio	gather	question.	between safe
	Be able to	in their	around	images.	a sequence	( music ,	research for		and risky
	identify	explanation	them,			,	cross	To know that the	<b>'</b>
	sprites and	and	( Network				0.000	objects in a branching	
	sprites and	anu	( MELWOIK					objects in a brancining	



1			Compe	Tilly Sticky Kin	- meage		T	
background	understand	switch,	Be able to	of pictures	podcasts	curricular	data- base need to be	choices
s in the	the	server,	demonstrat	or images.	etc.)	subjects.	split into similar sized	online.
Scratch	different	Wire- less	e how to				groups.	
program.	terms used	Access	change font	Be able to	Explain the	Be able to		To know why
	in their	Point WAP)	size and	name a	ways that	copy and	To be able to explain	passwords
Know that	lessons.		colour on a	program	audio can	save images	the reasons why	are
event		Be able to	document.	used to	be recorded	from the	somebody may want to	important.
blocks are		explain that		make stop,	and how to	internet.	change the composition	
yellow and		different		frame	make it of		of an image.	To recognise
movement		devices		animation,	high			the key
blocks are		have		(e.g.	quality.		To be able to give	values that
darker blue		different		iMotion).			examples of positive	are important
on Scratch.		purposes.					and negative effects	in positive
				Explain the			that editing an image	online
Be able to		Know that		term 'onion			may have.	relationships.
identify		websites		skinning'				
patterns of		and their		when used			Be able to explain the	To identify
repetition		content are		to create an			uses for gathered data.	how and who
in real life.		created by		animation.				to ask for
( brushing		people.					Be able to explain the	help.
teeth,				Explain/sho			different ways data	
dance)		Know that		w how you			might be gathered.	
		information		can add				
Explain how		found		other media				
to use the		online is not		to an				
repeat		necessarily		animation.				
blocks in		honest,						
Scratch.		accurate or		Explain				
		legal.		some ways				
Be able to				in how you				
explain the		Know what		can edit a				
uses of		a URL		photo.				



									,
	repetition		address is						
	in		and how to						
	programmi		access a						
	ng and link		website.						
	this with								
	the drawing								
	of various								
	shapes.								
Owls	Be able to	Children are	Know that	Know that	Explain/sho	Identify the	Be able to	To be able to explain	To recognise
Years 4/5	identify	able to use	websites	vector	w how you	uses for	use the	the reasons why	the key
	patterns of	the list of	and their	drawing has	can add	recorded	internet to	somebody may want to	values that
	repetition	vocabulary	content are	different	other media	audio	gather	change the composition	are important
	in real life.	in their	created by	layers /	to an	( music ,	research for	of an image.	in positive
	( brushing	explanation	people.	shapes.	animation.	podcasts	cross		online
	teeth,	and				etc.)	curricular	To be able to give	relationships.
	dance)	understand	Know that	Know	Explain		subjects.	examples of positive	
		the	information	drawing	some ways	Explain the		and negative effects	To identify
	Explain how	different	found	tools can be	in how you	ways that	Be able to	that editing an image	how and who
	to use the	terms used	online is not	used to	can edit a	audio can	copy and	may have.	to ask for
	repeat	in their	necessarily	produce	photo.	be recorded	save images		help.
	blocks in	lessons.	honest,	different		and how to	from the	Can explain that	
	Scratch.		accurate or	outcomes.	Recognise	make it of	internet.	programs can be used	To recognise
			legal.		videos are	high		to compare data.	possible
	Be able to				moving	quality.			influences
	explain the		Know what		images			Can explain how	and pressures
	uses of		a URL		which may			information can be	that may
	repetition		address is		include			grouped.	present
	in		and how to		sound.				themselves
	programmi		access a					Can explain what a	online
	ng and link		website.		Name			'field' and 'record' in a	
	this with				digital			database.	To know
	the drawing				devices that				when to act



		 ining bulletty itin	 I	I	1
of various	Describe	can record			upon
shapes.	that a	video.		Be able to explain the	negative
	computer			uses for gathered data.	online
Know that a	system uses	Identify			behaviours.
loop can be	an input,	what makes		Be able to explain the	
stopped	process and	an effective		different ways data	
when a	an output.	/ appealing		might be gathered.	
condition is		video.			
met.	Explain that				
	different				
Explain a	media, files				
loop can be	and				
used to	information				
repeatedly	can be				
check when	shared on				
a condition	the internet				
has been	either				
met (or	privately or				
not).	publicly.				
Explain how	Explain how				
selection is	the internet				
used in	enables				
computer	effective				
pro- grams.	collabo-				
	ration.				
Explain how					
selection					
effects the					
flow of a					
program.					



Peregrines	Know that a	Children are	Describe	Know that	Recognise	Use	Define what	Can explain that	To recognise
Years 5/6	loop can be	able to use	that a	vector	videos are	programme	is meant by	programs can be used	possible
	stopped	the list of	computer	drawing has	moving	s/apps to	the terms,	to compare data.	influences
	when a	vocabulary	system uses	different	images	create	'copyright'		and pressures
	condition is	in their	an input,	layers /	which may	music e.g.	and 'fair	Can explain how	that may
	met.	explanation	process and	shapes.	include	GarageBand	use'.	information can be	present
		and	an output.		sound.			grouped.	themselves
	Explain a	understand		Know			Describe		online
	loop can be	the	Explain that	drawing	Name		how pages	Can explain what a	
	used to	different	different	tools can be	digital		of a website	'field' and 'record' in a	To know
	repeatedly	terms used	media, files	used to	devices that		are linked	database.	when to act
	check when	in their	and	produce	can record		together		upon
	a condition	lessons.	information	different	video.		(through	Can explain that objects	negative
	has been		can be	outcomes.			the use of	can be described using	online
	met (or		shared on		Identify		hyperlinks).	data.	behaviours.
	not).		the internet	Name 3D	what makes				То
			either	shapes	an effective		Explain	Knows that a formula	understand
	Explain how		privately or	needed to	/ appealing		what a	must start with an =	the
	selection is		publicly.	create a	video.		navigation	sign.	relationship
	used in			model of a			path is and		between
	computer		Explain how	real world			why it	Knows that data an be	online and
	pro- grams.		the internet	objects.			might be	best represented in	offline
			enables				useful when	tables or graphs.	behaviours
	Explain how		effective	Explain why			creating a		and their
	selection		collabo-	we might			webpage.		impact on
	effects the		ration.	represent					myself and
	flow of a			3D objects			Use the		others.
	program.		Explain that	on a			internet to		То
			search	computer.			help with		understand
	Define a		results are				research for		and be able
	'variable' as		ordered.	Use a range			cross		to name
				of different					healthy



		compe	ating bucky fund	meage		
something	Name a	programme			curricular	strategies
changeable.	variety of	s to present			subjects.	when using
	ways of	work.				technology
Explain why	communica				Be able to	and going
a variable is	ting over	Name the			copy and	online
used in a	the	common			save images	
program.	internet,	features of			from the	
	(email,	a webpage.			internet.	
Explain that	social					
some	media post,					
devices	comment					
need to	field, blog,					
have	vlog etc.)					
sensors in						
order to						
help it						
make						
decisions						
about how						
many jumps						
have been						
made.						
Explain that						
what a						
device						
senses can						
change the						
flow of a						
program.						