



Computing Map:

Computing is taught to children in Years 1,2,3,4,5 & 6. E Safety is taught from Reception through to Year Six.

In Years 1 and 2 children are taught to:

- 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
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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.

In Years 3,4,5 and 6 children are taught to:

- 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
- 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
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- 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
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.



The Units for computing are as follows:

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1/2	E safety Year A/B We Are Astronauts We Are Treasure Hunters	E safety Year A/B We Are Games Testers We Are TV Chefs	E safety Year A/B We Are Photographers	E safety Year A/B We Are Researchers We Are Collectors	E safety Year A/B We Are Detectives We Are Storytellers	E safety Year A/B We Are Zoologists We Are Celebrating
Year 3/4	E safety Year A/B We are programmers We are software developers	E safety Year A/B We are bug fixers We are toy designers	E safety Year A/B We are presenters We are musicians	E safety Year A/B We are network engineers We are HTML editors	E safety Year A/B We are communicators We are co-authors	E safety Year A/B We are opinion pollsters We are meteorologists
Year 4/5	E safety Year A/B We are software developers We are game developers	E safety Year A/B We are toy designers We are cryptographers	E safety Year A/B We are musicians We are artists	E safety Year A/B We are HTML editors We are web developers	E safety Year A/B We are co-authors We are bloggers	E safety Year A/B We are meteorologists We are architects
Year 5/6	E safety Year A/B We are game developers We are app planners	E safety Year A/B We are cryptographers We are project managers	E safety Year A/B We are artists We are market researchers	E safety Year A/B We are web developers We are interface designers	E safety Year A/B We are bloggers We are app developers	E safety Year A/B We are architects We are marketers