

Key Stage 2 National Curriculum Objectives

Computer Science (CS)

Information Technology (IT)

Digital Literacy (DL)

(How computers and computer systems work and how they are designed and programmed)

(the purposeful use of existing programs to develop products and solutions)

(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)

A - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

B - use sequence, selection, and repetition in programs; work with variables and various forms of input and output

C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

D - 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

E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

F - 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

G - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact

Long Term Overview: Cycle A

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3 /4	CS	Computer Systems and Networks (3) Connecting Computers		Programming A (3): Sequencing sounds Scratch		Data and Information (3): Branching Databases	Programming A: (4) Repetition in shapes
	IT		Creating Media (3): Stop-frame Animation		Creating Media (3): Desktop publishing		
	DL	Media Balance & Wellbeing (3): Device-Free Moments	Cyber Bullying, Digital Drama & Hate Speech (3): Putting a STOP to Online Meanness	Relationships & Communication (3): Who Is In Your Online Community?	News & Media Literacy (3): We the Digital Citizens: Digital Trails	Privacy & Security (3): That's Private!	Digital Footprint & Identity (3): We the Digital Citizens: Digital Trails 2
Year 5 /6	CS	Computer Systems and Networks (5): Systems and Searching		Programming A: Selection in Physical Computing		Data and Information: (5) Flat file Databases	Programming A: (5) Variables in games Scratch
	IT		Creating Media (5): Vector Graphics		Creating Media (6): 3D Modelling Tynkercad		

	DL	Media Balance & Wellbeing (5): My Media Choices	Cyber Bullying, Digital Drama & Hate Speech (5): Be a Super Digital Citizen	Relationships & Communication (5): Keeping Games Fun and Friendly	News & Media Literacy (5): A Creator's rights and Responsibilities	Privacy & Security (5): Private & Personal Information	Digital Footprint & Identity (5): Our Online Tracks

Long Term Overview: Cycle B

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3 / 4	CS	Computer Systems and Networks (4) The Internet		Programming B (3): Events and actions in programs Scratch			Programming B (4): Repetition in games Scratch
	IT		Creating Media (4): Photo editing Pixlr x / paint.net		Creating Media (4): Audio editing	Data and Information (4): Data Logging	
	DL	Media Balance & Wellbeing (4): Your Rings of Responsibility	Cyber Bullying, Digital Drama & Hate Speech (4): The Power of Words	Relationships & Communication (4): Our Digital Citizenship Pledge	News & Media Literacy (4): Is Seeing Believing?	Privacy & Security (4): Password Power-Up	Digital Footprint & Identity (4): This Is Me
Year 5 / 6	CS	Computer Systems and Networks (6): Communication and Collaboration		Programming B (5): Selection in Quizzes Scratch		Programming B (6)- Sensing Microbit	Creating Media (6): Webpage creation
	IT		Creating Media (5): Video Production		Data and Information (6): Spreadsheets		

	DL	Media Balance & Wellbeing (6): Finding My Media Balance	Cyber Bullying, Digital Drama & Hate Speech (6): Is It Cyberbullying?	Relationships & Communication (6): Digital Friendships	News & Media Literacy (6): Reading News Online	Privacy & Security (6): You Won't Believe This!	Digital Footprint & Identity (6): Beyond Gender Stereotypes
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