

LONG TERM PLAN	Computing		2020/2021
	Autumn 2020	Spring 2021	Summer 2021
Pupils should be taught to:			
KS1			
<ul style="list-style-type: none"> • 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. 			
KS2			
<ul style="list-style-type: none"> • 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 gals, 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. 			

Reception	Making Marks	Finding Out / Exploring Sounds	Images & Light / Toys & Machines
Year 1	Discovering Programming	Let's Create	Starting Research
Year 2	We are astronauts	We are games testers	We are detectives
Year 3	We are programmers	Videoing performance	Safety
Year 4	We are software developers	We are meteorologists	We are toy designers
Year 5	We are cryptographers	We are architects	We are web developers
Year 6	We are network technicians	We are advertisers	We are adventure gamers