Greatfield Park Computing Curriculum

Every year group must focus on at least 1 of the objectives from every area of the Computing curriculum per term.

GREATFIELD PARK PRIMARY SCHOOL

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Technology in the real world	Recognise common uses of information technology beyond school. Use technology both within school and beyond.	Use different font sizes, colours and effects. Select appropriate images to add to work. Develop an awareness of appropriate language in an email.	Use different font sizes, colours and images to communicate meaning for a given audience. Use presentation software. Log on to an email or blog. Use appropriate language in a simple email.	Use different font sizes, colours and images purposefully. Choose recipient, forward and add attachments to an email. Save an email to draft and retrieve it before sending. Open received emails and save attachments to appropriate place.	Know how to use digital tools responsibly to communicate Use search technologies effectively and safely.	Use digital devices to combine software and present data and information. Use search technologies and understand how results are ranked. Evaluate validity of a range of digital sources.	Use a range of digital devices to combine different software and present data and information. Collect, analyse and evaluate data. Use technology to accomplish challenging goals.
Programming	Begin to understand what algorithms are Begin to use some logic to predict what will happen next in a	Know what algorithms are and how they are used Understand how algorithms impact programming	Understand that programmes are a sequence of simple instructions Create and test a simple	To plan simple sequences with algorithms Use logical reasoning to predict errors.	Design a simple programme with a specific focus using algorithms to write the sequence.	Design and write programmes that control simulations and physical systems. Work with	Understand several key algorithms that reflect computational thinking for sorting and searching.

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	program		programme.		Use sequence selection and repetition in programmes. Detect and correct errors in algorithms and programmes.	variables and various forms of input and output to test programmes.	
Purposeful Application	Ask questions to find out more information.	Who? Where? When? Why?	Answer simple questions relating to the topic.	Children pose own questions to gain an understanding of the topic.	Generate purposeful questions.	Begin to use questions to understand significant events.	Identify significant events, make connections, draw contrast and analyse trends
E-Safety	Use technology respectfully and safely.

Know who to talk to if they are worried

Begin to know that they need to talk to adults when using the internet | Know what to do if they see something inappropriate online- according to schools Esafety policy and acceptable use policy. | Know what personal information is and why they need to keep it private.

Use technology safely and respectfully. | Recognise unacceptable behaviour online.

Identify a range of ways to deal with inappropriate content.

Continue to use technology safely and respectively. | Use technology safely, respectively and responsibly.

Know what it means to be a responsible digital citizen. | Use technology securely.

Know how to protect your online identity. | Know why you need to use technology securely.

Know why it is important to |

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