

**National curriculum/Development Matters coverage for each subject-
Computing 2024-2025**

	Early Years	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Autumn 1 – Computing Systems and Networks		<p>Y1/Y2 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Y1/Y2 - recognise common uses of information technology beyond school.</p> <p>Y1/Y2 - 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.</p>	<p>Y3 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Y3/Y4 - 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.</p> <p>Y3/Y4 - 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.</p> <p>Y4 – use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Y4 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Y5/Y6 - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Y5/Y6 - 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.</p> <p>Y5/Y6 - 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.</p> <p>Y5 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Y5 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p>Y5 – use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>
Autumn 2 – Creating Media		<p>Y1/Y2 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Y2 - recognise common uses of information technology beyond school.</p>	<p>Creating Media</p> <p>Y3/Y4 - 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.</p> <p>Y4 – use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p>	<p>Y5/Y6 - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Y5/Y6 - 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.</p>

			<p>Y4 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Y5/Y6 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>
<p>Spring 1 – Programming A</p>		<p>Y1/Y2 - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.</p> <p>Y1/Y2 - create and debug simple programs.</p> <p>Y1/Y2 - use logical reasoning to predict the behaviour of simple programs.</p> <p>Y1 -recognise common uses of information technology beyond school.</p>	<p>Y3/Y4 -design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Y3/Y4 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Y3/Y4 - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Y3/Y4 - 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.</p>	<p>Y5/Y6 -design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</p> <p>Y5/Y6 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Y5/Y6 - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>Y5/Y6 - 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.</p> <p>Y6 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>
<p>Spring 2 – Data and Information</p>		<p>Y1/Y2 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Y1- recognise common uses of information technology beyond school.</p> <p>Y2 - 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.</p>	<p>Y4 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output.</p> <p>Y3/Y4 - 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.</p>	<p>Y5 - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Y5/Y6 - 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.</p>
<p>Summer 1 – Creating Media</p>		<p>Y1/Y2 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Y1 - use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they</p>	<p>Y3/Y4 – use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Y3/Y4 - 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</p>	<p>Y5/Y6 - 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.</p>

		<p>have concerns about content or contact on the internet or other online technologies.</p>	<p>given goals, including collecting, analysing, evaluating and presenting data and information. Y4 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>	<p>Y6 - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p>
<p>Summer 2 – Programming B</p>		<p>Y1/Y2 - understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. Y1/Y2 - create and debug simple programs. Y1/Y2 - use logical reasoning to predict the behaviour of simple programs. Y1/Y2 - use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p>	<p>Y3/Y4 -design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Y3/Y4 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Y3/Y4 - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Y3/Y4 - 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.</p>	<p>Y5/Y6 -design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Y5/Y6 - use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Y5/Y6 - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Y5/Y6 - 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.</p>