Computing overview

	Key stage 1
Reception	**Teach Computing Scheme: Technology Around Us** • recognise common uses of information technology beyond school **Online Safety (PSHE):** • 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.
Year 1	**Cross-Curricular:** **Teach Computing Scheme: Digital Painting/Digital Writing** • use technology purposefully to create, organise, store, manipulate and retrieve digital content **Online Safety (PSHE):** • 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.
Year 2	**Cross-Curricular:** **Teach Computing Scheme: Digital Writing/Digital Photography** • use technology purposefully to create, organise, store, manipulate and retrieve digital content **Programming:** **Teach Computing Scheme: Programming A – Moving a Robot/Robot Algorithms** • 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 **Online Safety (PSHE):** • 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.

Key stage 2
Year 3	**Cross-Curricular:** **Teach Computing Scheme:** • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **Teach Computing Scheme: Creating Animation** **Teach Computing Scheme: Computing Systems and networks** • 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 **Online Safety (PSHE):** • 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.
Year 4	**Cross-Curricular:** **Teach Computing Scheme:** • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **Teach Computing Scheme: Audio/Photo editing** **Teach Computing Scheme: Programming A – Repetition in shapes** • design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts **Online Safety (PSHE):** • 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.
Year 5	**Cross-Curricular:** **Teach Computing Scheme:** • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **Teaching Computing Scheme: Video editing and Databases** • 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 **Online Safety (PSHE):** 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.
Year 6	**Cross-Curricular:** **Teach Computing Scheme:** • use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content **Teach Computing Scheme: Webpage Creation** **Teach Computing Scheme: Programming B – Sensing (Linked to Microbits DT)** • 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 **Online Safety (PSHE):** • 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.

Teach Computing Planning Links

Reception	Computing systems and networks – Technology around us https://teachcomputing.org/curriculum/key-stage-1/computing-systems-and-networks-technology-around-us
Year 1	Digital Painting https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-painting Digital Writing https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing
Year 2	Digital Writing https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-writing Digital Photography https://teachcomputing.org/curriculum/key-stage-1/creating-media-digital-photography Moving a Robot https://teachcomputing.org/curriculum/key-stage-1/programming-a-moving-a-robot Robot Algorithms https://teachcomputing.org/curriculum/key-stage-1/programming-a-robot-algorithms
Year 3	Computing Systems and Networks https://teachcomputing.org/curriculum/key-stage-2/computing-systems-and-networks-connecting-computers Creating Media Animation https://teachcomputing.org/curriculum/key-stage-2/creating-media-animation
Year 4	Audio Editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-audio-editing Photo Editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing Programming https://teachcomputing.org/curriculum/key-stage-2/programming-a-repetition-in-shapes
Year 5	Video Editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing Databases https://teachcomputing.org/curriculum/key-stage-2/data-and-information-flat-file-databases
Year 6	https://teachcomputing.org/curriculum/key-stage-2/creating-media-web-page-creation Micro-bit Programming https://teachcomputing.org/curriculum/key-stage-2/programming-b-sensing