



Whole-School Curriculum Map:

Computing

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Computer Science						
	<p>Begin to develop an understanding of algorithms</p> <p>Begin to understand that programs work by following instructions</p> <p>Create simple programs and begin to debug them</p> <p>Develop reasoning to predict the behaviour of simple programs</p>	<p>Understand what algorithms are</p> <p>Understand how algorithms are implemented as programs on digital devices</p> <p>Understand that programs execute by following precise and unambiguous instructions</p> <p>Use logical reasoning to predict the behaviour of simple programs</p> <p>Create and debug simple programs</p>	<p>Start to use reasoning to understand how algorithms work</p> <p>Detect errors in algorithms and programs</p> <p>Begin to solve problems by decomposing them into smaller parts</p> <p>Start to use sequence and selection in programs</p> <p>Begin to develop understanding of how to write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Begin to work with various forms of input/output</p>	<p>Communicate, generate and develop ideas using a range of strategies eg prototypes, pattern pieces</p> <p>Use research to inform design and develop design criteria</p> <p>Take risks to become innovative and resourceful</p>	<p>Communicate, generate, develop and model ideas using a range of strategies eg computer-aided design, cross-sectional and exploded diagrams</p> <p>Use research to inform design and generate own design criteria</p> <p>Communicate, generate and develop ideas, drawing on other disciplines eg science, maths, computing</p> <p>Confidently take calculated risks to become innovative, resourceful and enterprising</p>	<p>Communicate, generate and develop ideas, drawing on other disciplines eg science, maths, computing</p> <p>Use research to inform innovative design and generate own design criteria</p> <p>Confidently take calculated risks to become innovative, resourceful and enterprising</p>
Digital Literacy						
<p>ELG Understanding The World: Technology</p> <p>Select and use technology for a particular purpose</p>	<p>Use technology to create, store and retrieve digital content</p>	<p>Use technology purposefully to create, store, retrieve, organise and manipulate digital content</p>	<p>Use a variety of software on digital devices</p>	<p>Select and use a variety of software on digital devices</p>	<p>Express own ideas by selecting, using and combining a variety of software on digital devices to design and create programs</p>	<p>Express own ideas by selecting, using and combining a variety of software on a range of digital devices and create programs</p>



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Computing

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Information Technology						
<p>ELG Understanding The World: Technology</p> <p>Recognise that a range of technology is used in places such as homes and schools</p>	<p>Begin to recognise common uses of information technology beyond school</p>	<p>Recognise common uses of information technology beyond school</p>	<p>Show emerging understanding of computer networks including the internet and how they provide multiple services such as the World Wide Web</p> <p>Use some search technologies effectively and appreciate how results are selected</p> <p>Decide which questions to ask when using search engines</p>	<p>Understand computer networks including the internet and how they provide multiple services such as the World Wide Web</p> <p>Use search technologies effectively and appreciate how results are selected and ranked</p> <p>Evaluate the reliability of digital content</p> <p>Begin to ask and answer questions based on the reliability of digital content</p>	<p>Recognise the opportunities computer networks offer for communication and collaboration</p> <p>Use a wide range of search technologies effectively and appreciate how results are selected and ranked</p> <p>Be discerning in evaluating the reliability of digital content</p>	<p>Use the opportunities computer networks offer for communication and collaboration</p> <p>Appreciate how results are selected and ranked and use this to retrieve accurate content</p> <p>Be discerning in evaluating the reliability of digital content</p>
E-Safety						
<p>ELG Understanding The World: Technology</p> <p>Recognise that a range of technology is used in places such as homes and schools</p>	<p>Develop an understanding of how to use technology safely</p> <p>Know where to go for help/support when they have concerns about content/contact on internet</p>	<p>Use technology safely and respectfully, keeping personal information private</p> <p>Identify where to go for help/support when concerned about content/contact on internet/other online technologies</p>	<p>Use technology safely, respectfully and responsibly</p> <p>Recognise acceptable/unacceptable behaviour and identify ways to report concerns about content and contact</p>	<p>Recognise acceptable/unacceptable behaviour and identify ways to report concerns about content and contact</p>	<p>Confidently, competently and responsibly use information and communication technology</p>	<p>Confidently, competently and responsibly use information and communication technology</p>