

PHJS COMPUTING CURRICULUM 2022-2023

	Year 3	Year 4	Year 5	Year 6	Whole school
Autumn Term	Logging in, familiarisation and rules of the computer suit suite. Privacy and Security - https://projectevolve.co.uk/ (F) typing skills https://www.kidztype.com/browse-typing-games.html Google docs skills and re-drafting (C)	Rules of the computer suit suite/chromebooks. Managing Online Information- https://projectevolve.co.uk/ (F)	Rules of the computer suit suite/chromebooks. Online Bullying- https://projectevolve.co.uk/ (F)	Rules of the computer suit suite/chromebooks. Online Reputation- https://projectevolve.co.uk/ (F) Creating media – Web page creation (History of Benin Kingdom)	
		Computing systems and networks – The Internet (C,D,E)	Creating media - Video production https://teachcomputing.org/curriculum/key-stage-2/creating-media-video-editing	3D modelling- D&T Copyright and ownership (F)	
Spring Term	Logo designs https://www.i2e.com/logo.htm	Online relationships (F) Data and information – Data logging https://teachcomputing.org/curriculum/key-stage-2/data-and-information-data-logging	managing online information (F) programming- Using Micro-bits (mars rovers)	online reputation (F) Programming A – Variables in games https://teachcomputing.org/curriculum/key-stage-2/programming-a-variables-in-games	
	Managing online relationships (F) Robots -maps (GeographyA+ B)	Programming B – Repetition in games (Scratch) https://teachcomputing.org/curriculum/key-stage-2/programming-b-repetition-in-games	Apps- chatterkid (Science solar system)	Animation Movie Maker/iMovie (Science) Tinkercad (D&T) (E)	
Summer Term	Online relationships (F) Programming A - Sequencing sounds https://teachcomputing.org/curriculum/key-stage-2/programming-a-sequence-in-music	Privacy and security (F) Digital Literacy G Suite – forms (questionnaires) (E)	online reputation (F) Programming B – Selection in quizzes	managing online information (F) Data and information – Spreadsheets (Maths link) https://teachcomputing.org/curriculum/key-stage-2/data-and-information-spreadsheets	
	Online bullying (F) Programming B - Events and actions in programs https://teachcomputing.org/curriculum/key-stage-2/programming-b-events-and-actions/moving-a-sprite	Wellbeing-health and lifestyle (F) Creating media – Photo editing https://teachcomputing.org/curriculum/key-stage-2/creating-media-photo-editing	Wellbeing-health and lifestyle (F) Creating media – Introduction to vector graphics	Online safety	

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Key Stage 2 Computing NC

Pupils should be taught to:

A, -design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

B, -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

C, -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

D, -use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

E, -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

F, -use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.