



Key Stage 2 National Curriculum Objectives

Computer Science <i>(How computers and computer systems work and how they are designed and programmed)</i>	Information Technology <i>(the purposeful use of existing programs to develop products and solutions)</i>	Digital Literacy <i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i>
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		
C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		
D - 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		
E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content		
F - 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		
G - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact		

Teach Computing link: <https://teachcomputing.org/curriculum/key-stage-2>

Long Term Overview

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
3	CS	(teach computing) Computer systems and network		(teach computing) Programming A		(PM) Coding 3.1 or Crash course	
	IT		(PM) Touch typing 3.4		(PM) Branching databases 3.6 and graphing 3.8		(PM) Presenting - MS PowerPoint 3.9
4	CS	(teach computing) Computer systems and network - The Internet		(teach computing) Programming B - Repetition in games		(PM) Coding 4.1 or Crash course	
	IT		(teach computing year 3) Creating media - animation (stop motion)		(PM) Spreadsheets - may need to use crash course		(PM) Making music 4.9 then look at garage band (everyone can create music apple book)

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
5	CS	(teach computing) Computer systems and network		(teach computing) Programme A - selection in physical computing		Coding 5.1 or crash course	
	IT		(PM) Databases - unit 5.4		3D modelling (PM) or (teach computing) Creating Media - 3D modelling Year 6		(PM) 5.8 Word processing - Word
6	CS	(teach computing) computer systems and network		(teach computing) Programming A - Variables in games		Coding 6.1 or crash course	
	IT		Spreadsheets 6.9		(PM) 6.5 Text adventures (5) shortened then do stop motion (playdough) Teach computing		(teach computing) Video editing Year 5

Creating a QR code:

Create a QR code on the website page, copy website go to QR code generator <https://www.qr-code-generator.com/> click download (don't sign up) then it will drop file down the bottom and click to open. Then chn can scan themselves by opening the camera and pointing it at the QR code.