

## National Curriculum Aims for Key Stage 1 & 2

All Pupils should have opportunity to:

- Understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- Analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- Evaluate and apply informational technology, including new or unfamiliar technologies, analytically to solve problems
- Be responsible, competent, confident and creative users of information and communication technology

Computing Year 3 & 4	Year 3			Year 4		
Statutory Curriculum Objectives <i>Pupils should be taught to...</i>	Go Explore	The Egyptian Civilisation	Moorland Life	An Island Invasion	Who Cares?	Endangered Environments
<b>Focus/Outcome</b>	<b>Communicate &amp; Connect:</b> <i>To learn about using the Internet safely and responsibly. To use word to create an E-safety poster. ibear will be sent home to monitor good e-safety practise.</i>	<b>Coding:</b> Use Scratch to create an animated program with an Egyptian theme.	<b>Communicate and Collect:</b> <i>Use Stop Frame Animation to create a Stone Age animation. Use Movie Maker to edit and create movie clips.</i>	<b>Coding:</b> To code create a game using Scratch based on a Roman theme.	<b>Communicate &amp; Connect:</b> <i>To learn about using the Internet safely and responsibly. Use PowerPoint to present knowledge on E-Safety and Victorian Inventors.</i>	<b>Connect and Communicating:</b> <i>Research an endangered rainforest animal (in class) and use Green Screen to create a News round Report. Use Scratch to create an animation of the digestive system.</i>
<b>Coding</b>						
<i>Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.</i>		✓		✓		✓
<i>Use sequence, selections and repetition in programs; work with variables and various forms of input and output.</i>		✓		✓		✓
<i>Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs.</i>		✓		✓		✓
<b>Communicate</b>						
<i>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.</i>	✓	✓	✓		✓	✓
<b>Connect</b>						
<i>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</i>	✓		✓		✓	✓
<i>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.</i>	✓				✓	✓

Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	✓				✓	✓
<b>Non-Statutory Content</b>						
<b>Collect</b>						
Collect, analyse, evaluate and <b>present data and information.</b>	✓		✓		✓ Victorian Statistic Project	