

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 5 & 6	Year 5			Year 6			
Statutory Curriculum Objectives	Voyage of Discovery	Expanding Empires	Mediterranean Life	Healthy Habits	Arabian Nights	Powerful Planet	Fortress Plymouth
Focus/Outcome	<p><i>Communicate: To create a stop motion animation about the Pilgrim Fathers' voyage to America using Stop Motion Animator and iMovies.</i></p> <p><i>Code: To code animation about the Pilgrim Fathers journey using Scratch</i></p>	<p>Communicate & Connect: To learn about using the Internet safely and responsibly. Put e-safety rules into practise when researching and presenting information on Dragons, using Office 365 accounts.</p>	<p>Coding: To use Scratch to code and create a platform game with an Ancient Greek theme.</p>	<p>Connecting and Communicating: To learn about using the Internet safely and responsibly, putting this into practice when researching and presenting information on their Healthy Habit topic whilst using their Office 365 accounts.</p>	<p>Communicate: We will be creating a Storyboard in order to produce a Comic Strip about a story from the Arabian Nights.</p>	<p>Coding: To use Scratch to code and create a platform game with an environmental theme.</p>	<p>Coding: Create code for the Spheres and Bee Bot Cars in order to show and develop their knowledge of angles.</p>
Coding							
Design and write programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	✓		✓	✓		✓	✓
Use sequence, selections and repetition in programs; work with variables and various forms of input and output.	✓		✓	✓		✓	✓
Use logical reasoning to explain how a simple algorithm works, detect and correct errors in algorithms and programs.	✓		✓	✓		✓	✓
Communication							
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.	✓	✓	✓	✓	✓	✓	✓
Connect							

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	✓	✓		✓	✓		
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.		✓		✓			
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.		✓		✓			
Non-Statutory Content							
Collect							
Collecting, analysing, evaluating and presenting data.	✓	✓			✓	✓	✓