

Computing CONCEPTS	Lower Key Stage 2		Upper Key Stage 2	
	Year A	Year B	Year A	Year B
	E-safety Coding Spreadsheets Email Branching Databases Graphing	E-safety Coding Spreadsheets Effective Search Writing for different audiences Hardware investigations	E-safety Coding Spreadsheets Databases Concept Maps	E-safety Coding Spreadsheets Blogging Networks
Information Technology	<ul style="list-style-type: none"> Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches Children demonstrate an ability to organise data using, for example, a database such as 2Investigate and can retrieve specific data for conducting simple searches Children can collect, analyse, evaluate and present data and information using a selection of software, e.g. using a branching database (2Question), using software such as 2Graph 	<ul style="list-style-type: none"> Develop confidence using formulas. Children explore number using tools. Creating graphs. Develop 2Calculate skills. Children understand the function, features and layout of a search engine. They can appraise selected webpages for credibility and information at a basic level. Children are able to make improvements to digital solutions based on feedback. Children make informed software choices when presenting information and data. They create linked content using a range of software such as 2Connect and 2Publish+. Children share digital content within their community, i.e. using Virtual Display Boards. Children recognise the main component parts of hardware which allow computers to join and form a network. Their ability 	<ul style="list-style-type: none"> Children explore maths formulas in spreadsheets Children can use the 'how many' tool Children can create simple formulae that use different variables Children can use a spreadsheet to model a real-life situation and come up with solutions that can be practically applied Children can search a database in order to answer questions correctly. Children understand how to word questions so that they can be effectively answered using a search of their database. Children understand what is meant by 	<ul style="list-style-type: none"> Spreadsheets- solving mathematical problems. Develop formula wizard skills. Using spreadsheets to model real life situations What do we know about our digital footprint Can we consider the impact of our digital footprint on our health Children consider the future of the internet What is LAN and WAN

		to understand the online safety implications associated with the ways the internet can be used to provide different methods of communication is improving.	'concept maps', 'stage', 'nodes' and 'connections'. <ul style="list-style-type: none"> Children can create a basic concept map 	
Computer Science	<ul style="list-style-type: none"> Children can create a design that represents a sequential algorithm Confidently discuss their program Children include timers, variables and statements in their program Children have a clear idea of how to use a design document to start debugging a program. 	<ul style="list-style-type: none"> Children can use sketching to design a program and reflect upon their design Children can create a code to represent their sketch using variables Children can create an algorithm modelling the sequence of a simple event 	<ul style="list-style-type: none"> Use sketching to design a code Select the relevant features of a situation to incorporate into simulation by using decomposition & abstraction Children can create a games Children can include buttons & objects that launch windows to websites and programs 	<ul style="list-style-type: none"> To design programs using 2code functions To debug a program and organise the code into tabs; Consider how to include interactivity in programming; To use flowcharts to test and debug a program; To explore how 2Code can be used to make a text-based adventure game.
Digital Literacy	<ul style="list-style-type: none"> To know what makes a good password and why it is important to keep it safe; Children understand age restrictions 	<ul style="list-style-type: none"> What is our digital footprint? To identify the risks and benefits of installing software including apps How do present work found online To identify the positive and negative influences of technology on health and the environment. 	<ul style="list-style-type: none"> Thinking about digital content Positive and negative effects of digital content Citing work found online; Reliable resources; 	<ul style="list-style-type: none"> What do we know about our digital footprint Can we consider the impact of our digital footprint on our health Children can create a blog with a specific purpose. Children interact within their blogs safely.

Computing VOCABULARY	LKS2 - YR 3/4		UKS2 – YR 5/6	
	Year A	Year B	Year A	Year B
	E-safety Coding Spreadsheets Email Branching Databases Graphing	E-safety Coding Spreadsheets Effective Search Writing for different audiences Hardware investigations	E-safety Coding Spreadsheets Databases Concept Maps	E-safety Coding Spreadsheets Blogging Networks
Information Technology	<p>Copy, paste, column, cell, delete key, equals tool, spin tool, move cell tool, rows, spreadsheet.</p> <p>Branching databases, data, database, question.</p> <p>Graph, field, data, bar chart, block graph, line graph.</p>	<p>Average, advance mode, copy, paste, column, cells, charts, equals tool, formula, formula wizard, move cell tool, random tool, rows, spin tool, spreadsheet, timer.</p> <p>Easter egg, internet, internet browser, search, website, search engine, spoof website.</p> <p>Font, bold, italic, underline</p> <p>Motherboard, CPU, RAM, Graphics Card, Network Card, Monitor, Speakers, Keyboard and mouse.</p>	<p>Average, advance mode, copy, paste, columns, cells, charts, equals tool, formula, formula wizard, move cell tool, random tool, rows, spin tool, spreadsheet, timer.</p> <p>Avatar, Binary tree, charts, collaborative, data, database, find, record, sort, group, arrange, statistics, table.</p> <p>Audience, collaboratively, concept, concept map, connection, idea, node, though, visual.</p>	<p>Average, advance mode, copy, paste, columns, cells, charts, count, dice, formula, formula wizard, equals tool, random tool, rows, spreadsheet, timer, spin tool</p> <p>Internet, World Wide Web, Network, Local Area Network (LAN), Wider Area Network (WAN), Network cables, Wireless</p>

<p>Computer Science</p>	<p>Action, algorithm, bug, code block, code design, command, debug, design, event, if, input, repeat, object, properties, timer, computer simulation, selection, variable.</p>	<p>Action, algorithm, alert, code design, control, command, debug, design, event, flowchart bug, get input, if, if/else, input, object, repeat, selection, computer simulation, simulation, timer, variable.</p>	<p>Action, alert, algorithm, bug, code design, command, control, debug, design mode, event, get input, if, if/else, input, object, output, repeat, selection, simulation, sequence, timer, variable.</p>	<p>Action, alert, algorithm, code design, command, control, debug, event, function, flowchart bug, get input, if/else, if, input, output, repeat, object, repeat, selection, simulation, sequence, timer, tabs, variable.</p>
<p>Digital Literacy</p>	<p>Password, internet, blog, concept map, username, website, webpage, spoof website, PEGI rating.</p> <p>Communication, email, compose, send, CC, attachment, formatting, report to the teacher, password, address book, save to draft.</p>	<p>Computer virus, cookies, copyright, digital footprint, email, identity theft, malware, phishing, plagiarism, spam.</p>	<p>Online safety, SMART rules, password, reputable, encryption, identity theft, shared image, plagiarism, citations, reference, bibliography.</p>	<p>Digital footprint, password, PEGI Rating, phishing, screen time, spoof website.</p> <p>Audience, Blog, Blog page, Blog post, Collaborative, Icon</p>

CONTENT – Curriculum links to be added