Hilton Lane Primary School

# Our Curriculum

| What we will teach children to do over the course of the year in Computing | | | |
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| | **Algorithms and programming** | **Information Technology** | **Digital Literacy** |
| We would expect almost all children to achieve these things in<br><br>Year 1 | • create a series of instructions.<br>• plan a journey for a programmable toy. | • create digital content.<br>• store digital content.<br>• retrieve digital content.<br>• use a web site.<br>• use a camera.<br>• record sound and play back. | use technology safely.<br>• keep personal information private |
| We would expect almost all children to achieve these things in<br><br>Year 2 | • use a range of instructions (e.g. direction, angles, turns).<br>• test and amend a set of instructions.<br>• find errors and amend. (debug)<br>• write a simple program and test it.<br>• predict what the outcome of a simple program will be (logical reasoning).<br>•understand that algorithms are used on digital devices.<br>•understand that programs require precise instructions. | • organise digital content.<br>• retrieve and manipulate digital content.<br>• navigate the web to complete simple searches. | •use technology respectfully.<br>•know where to go for help if they are concerned.<br>•know how technology is used in school and outside of school. |
| We would expect almost all children to | design a sequence of instructions, including directional instructions.<br>• write programs that accomplish | • use a range of software for similar purposes.<br>• collect information. | • use technology respectfully and responsibly.<br>• know different ways get help if they are |

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| achieve these things in<br><br>Year 3 | specific goals.<br>• work with various forms of input.<br>• work with various forms of output. | • design and create content.<br>• present information.<br>• search for information on the web in different ways.<br>• manipulate and improve digital images. | concerned.<br>• understand what computer networks do and how they provide multiple services.<br>• discern where it is best to use technology and where it adds little or no value. |
| We would expect almost all children to achieve these things in<br><br>Year 4 | • experiment with variables to control models.<br>• give an on-screen robot specific instructions that takes them from A to B.<br>• make an accurate prediction and explain why I believe something will happen (linked to programming).<br>• de-bug a program. | • select and use software to accomplish given goals.<br>• collect and present data.<br>• produce and upload a pod cast. | •recognise acceptable and unacceptable behaviour using technology. |
| We would expect almost all children to achieve these things in<br><br>Year 5 | • combine sequences of instructions and procedures to turn devices on and off.<br>• use technology to control an external device.<br>• design algorithms that use repetition & 2-way selection. | • analyse information.<br>• evaluate information.<br>•understand how search results are selected and ranked.<br>• edit a film. | understand that you have to make choices when using technology and that not everything is true and/or safe. |
| We would expect almost all children to achieve these things in | • design a solution by breaking a problem up.<br>•recognise that different solutions can exist for the same problem.<br>• use logical reasoning to detect errors | select, use and combine software on a range of digital devices.<br>• use a range of technology for a specific project. | • discuss the risks of online use of technology.<br>• identify how to minimise risks. |

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| Year 6 | in algorithms.<br>• use selection in programs.<br>• work with variables.<br>• explain how an algorithm works.<br>• explore 'what if' questions by planning different scenarios for controlled devices. | | |