

**Layer de la Haye C of E Primary School
Computing Curriculum Map 2017-18**

	Autumn	Spring	Summer
Year 1	<p>What is an algorithm? (Follow simple instructions- make a jam sandwich)</p> <p>How we use technology at home and around us</p> <p>Logging on and using 2simple Saving and printing. Keyboard recognition E-safety: stranger danger.</p>	<p>Debugging simple programs (What happens if you miss out an instruction?)</p> <p>Logging on and using Word Saving and printing. E- safety: your behaviour and its effect</p>	<p>Cause and effect of simple programmes (press right and beebot turns right etc)</p> <p>Safe research and inclusion of pictures in a document. Saving and printing. E-safety: Risks of video games, internet etc.</p>
Year 2	<p>What is an algorithm? Use Scratch to follow simple instructions and create programme. How we use technology around us Using 2 simple to create pictures, word processing and saving. E-safety: How can we be safe online?</p>	<p>Using Scratch to debug simple programs. Using Word to create and store a document. Keyboard accuracy E-safety: The risks and how to overcome these</p>	<p>Cause and effect of Scratch. Creating avatars and learning the effect of inputting an action. Include pictures safely from internet into a word document, save and print. E-safety: Rules of using internet, video games and online data. PEGI meanings</p>
Year 3	<p>Cross curriculum link- word processing and including images into a document. What is the internet and what is the meaning/ understanding of the world wide web.</p>	<p>Use sequence, selection and repetition in a programme. E Safety: How to use technology safely. Password and personal data security</p>	<p>Develop an understanding of the inaccuracies in websites such as Wikipedia and why. What is the effect of typing something 'online'? Explain how algorithms work and</p>

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	<p>Design and write very simple Scratch programme E-safety: What does a stranger online look like?</p>		<p>detect and change problems in algorithms. Typing.</p>
Year 4	<p>Cross curriculum link- word processing and including images into a document. What is the internet and what is the meaning/ understanding of the world wide web. Design and write very simple Scratch programme (Coding) E-safety: How can we be safe online?</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems (phishing and scanning); solve problems by decomposing them into smaller parts E-safety: Meaning of cyber bullying and feeling related to it.</p>	<p>Speeding up typing and accuracy. Coding (continuation) Use internet to research information using searches. Link to E-safety: Safety in downloading text, image and video.</p>
Year 5	<p>Cross curriculum link- word processing and including images into a document. What is the internet and what is the meaning/ understanding of the world wide web. Design and write simple Scratch programme E-safety: What are the risks in using the internet?</p>	<p>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts E-safety: Role playing cyber bullying and how you would feel.</p>	<p>Combine software and the internet to create a project. Speeding up typing and accuracy. Spreadsheets E-safety: Acceptable and unacceptable behaviour regarding the internet</p>

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<p>Year 6</p>	<p>Accurate word processing of documents. Deveopment of digital media (video/ photography). Understanding what facts are trusted and what are not. Write a more developed Scratch programme such as creating a racing game. E-safety: Social media rules (13+), deleting accounts, adding friends (risks), meeting online people (risks).</p>	<p>design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts E-safety: Cyber bullying- how it happens, why it happens, how people feel, cause and effect. Sexting</p>	<p>Digital media- stop motion and animation. Speeding up typing and accuracy. E-Safety: Acceptable behaviour and the cause and effect of wrong decisions on the internet</p>
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