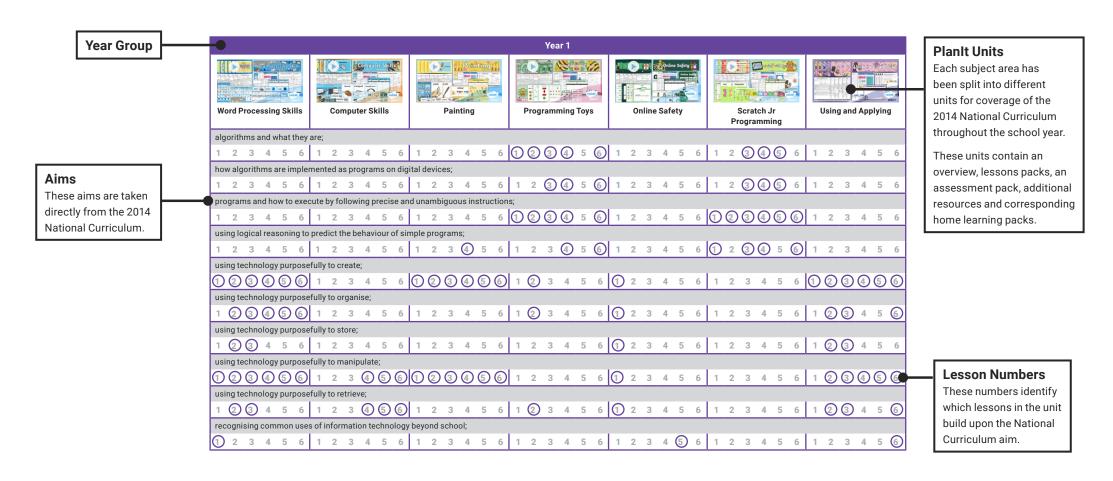
Computing Subject Overview

Welcome to Planit Computing. These units have been created to inspire children with a range of skills and concepts in the modern computing curriculum. Including a range of programming elements for both KS1 and KS2, the units incorporate key knowledge and understanding to ensure preparation for using technology devices safely and responsibly. Units involve the use of either free or widely available software, with important guidance for adults where required, enabling children to combine common office skills with writing algorithms and using logical reasoning for a primary introduction to computer science.







			Year 1			
Word Processing Skills	Computer Skills	Painting	Programming Toys	Online Safety	Scratch Jr Programming	Using and Applying
algorithms and what they	are;					
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
how algorithms are imple	mented as programs on digit	al devices;				
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
programs and how to exec	cute by following precise and	unambiguous instructions				
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	123456	1 2 3 4 5 6	123456	1 2 3 4 5 6
using logical reasoning to	predict the behaviour of sim	ple programs;				
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
using technology purpose	efully to create;					
123456	1 2 3 4 5 6	123456	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	123456
using technology purpose	efully to organise;					
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
using technology purpose	efully to store;					
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
using technology purpose	efully to manipulate;					
123456	1 2 3 4 5 6	123456	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
using technology purpose	efully to retrieve;					
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
recognising common uses	s of information technology b	peyond school;				
1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6

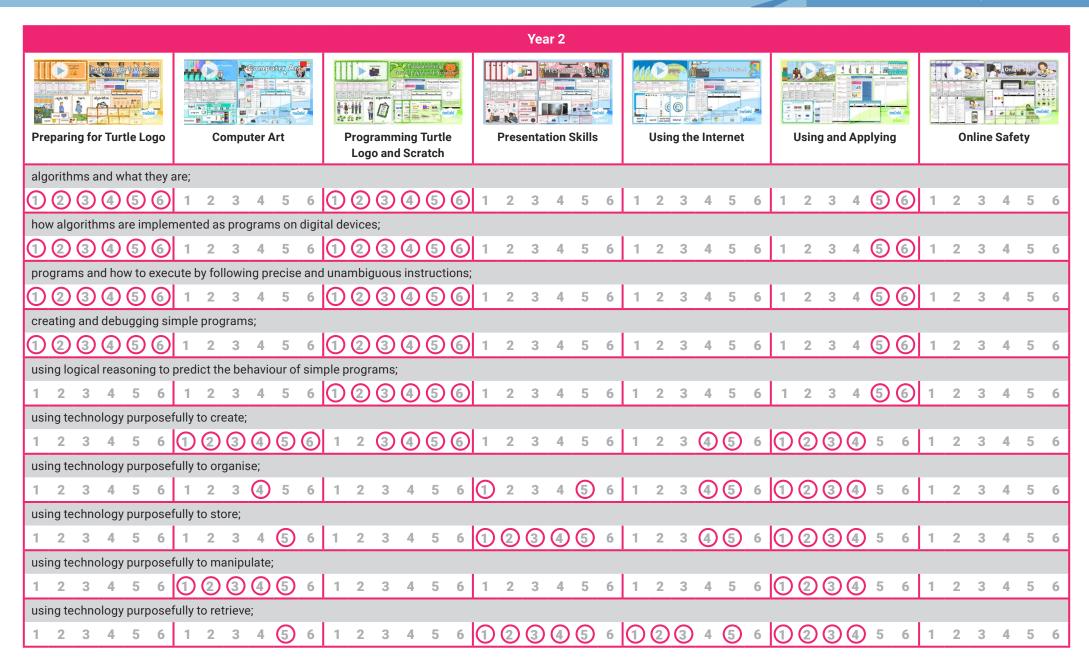




	Word Processing Stats																		Yea	ır 1				·	·		·														
Wo	Word Processing Skills Sing technology safely and respectfully;						Comment of the Commen	winkl		point in the second sec	Pair	Patro	nting	Famer va		Prog	ramr	ning	Toys	Management of the second of th		On		Online S	twinkl		6	ratch	000	rogr	amm	winkt		Usinç	g and	App	clying	inkl			
usiı	ng te	echn	olog	y safe	ely aı	nd res	spec	tfully	' ;																																
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the	nee	d to	keep	pers	onal	infor	mati	on p	rivate);																															
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whe	ere t	o go	for h	nelp a	nd s	uppo	rt wł	nen t	hey h	ave	conc	erns	abou	ıt co	nten	t or c	onta	ct on	the	Inter	net o	r oth	er or	ıline t	echn	olog	jies.														
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6







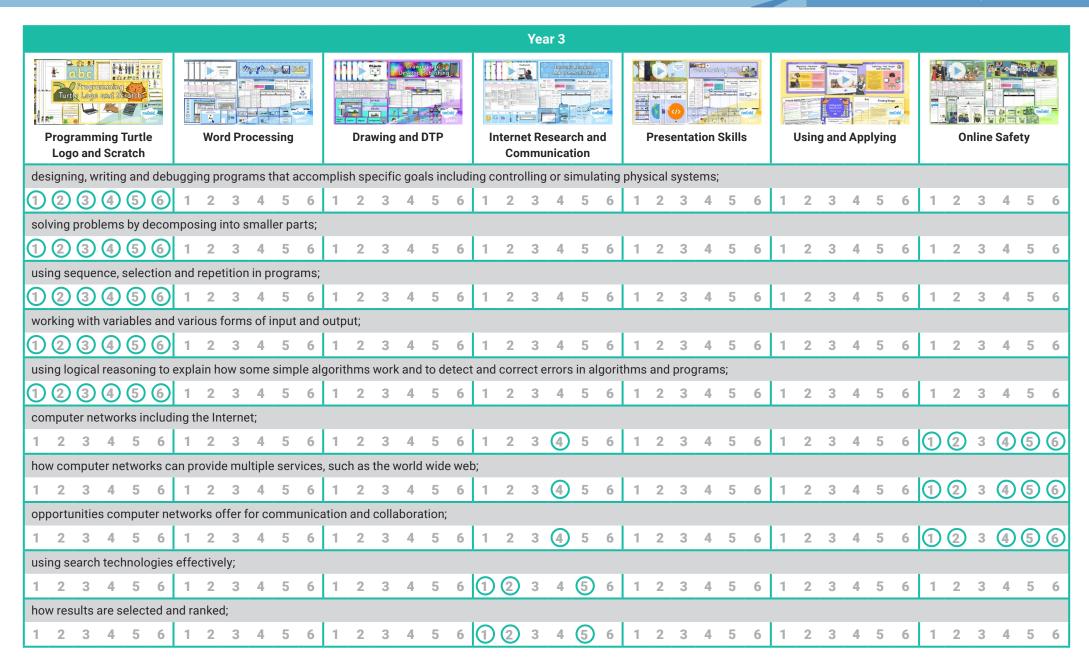




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reco	gnis	ing o	comi	mon	uses	of in	nforn	natio	n ted	chnol	ogy l	beyo	nd so	choo	l;																							
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usin	g ted	chno	logy	safe	ly an	ıd res	spec	tfully	/;												1									,								
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	102	3) (4	5	6	1	2	3	4	5	6	1	2	3 (4) (5	6
the i	need	to k	еер	perso	nal	infor	mati	ion p	rivat	e;																												
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	102	3) (4	5	6	1	2	3	4	5	6	1	2	3 (4) (5	6
whe	re to	go f	for h	elp ar	nd sı	ıppo	rt wl	nen t	hey h	nave c	conc	erns	abou	ut co	nten	t or c	onta	ct or	the	Inter	net c	or oth	er o	nline techno	logie	S.												
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	100	3) 4	5	6	1	2	3	4	5	6	1	2	3 (4) (5	6











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hov	v to b	oe di	sceri	ning i	n ev	aluat	ing	digita	al cor	ntent	;																														
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
		_	_	and c iding		_		-					_				-		_		igita	al dev	ices [.]	to de	sign	and	crea	te a	rang	e of _l	orogi	rams	, sys	stems	s and	d con	tent	that	accom	nplish	1
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usi	ng te	chno	ology	/ safe	ly, re	espec	ctful	ly an	d res	pons	ibly;																														
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	(5)	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
hov	v to r	eco	gnise	acce	epta	ble a	nd u	nacc	epta	ble b	ehavi	iour;																													
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	(5)	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
hov	v to i	dent	ify a	rang	e of	ways	to r	epor	t con	cern	s abo	ut c	onter	nt an	d cor	ntact																									
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4 (5	6





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des	ignin	g, writ	ing ar	nd del	ouggii	ng pro	ogram	ns tha	t acoı	mplisl	h spec	cific g	oals i	nclud	ing co	ontrol	ling o	r sim	ulatin	g phy:	sical	systei	ms;												
1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
solv	ing p	roble	ms by	deco	mpos	ing in	nto sm	naller	parts	;																									
1	2	3	4	<u>5</u>	6	1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
usir	ıg se	quenc	e, sele	ectior	n, and	repet	ition i	in pro	gram	s; wor	rk with	ı varia	bles	and va	arious	form	ns of i	nput	and o	utput;															
1	2	3	4	<u>5</u>	6	1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
usir	ıg log	gical re	eason	ing to	expla	ain ho	w sor	ne sir	nple a	algorit	thms \	work a	and to	dete	ct and	d corr	ect e	rrors	in alg	orithm	ns and	d prog	grams	s;											
1	2	3	4	5	6	1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
und	ersta	ınd co	mpute	er net	works	s inclu	uding	the In	terne	t;																									
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
how	com	puter	netw	orks o	can pr	ovide	multi	iple se	ervice	es, suc	ch as t	the wo	orld w	vide w	eb;																				
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
opp	ortur	nities	compi	uter n	etwor	rks of	fer fo	r com	muni	catior	n and o	collab	orati	on;																					
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
usir	ıg se	arch te	echno	logie	s effe	ctively	y;																												
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
how	resu	ılts ar	e sele	cted a	and ra	nked;	;																												
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
how	to b	e disc	erning	j in ev	/aluat	ing di	gital o	conter	nt;																										
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																	Yea	r 4																	
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usin	ıg tec	hnolo	gy sa	fely, r	espec	ctfully	and ı	respo	nsibly	/;																									
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how	to re	cogn	ise ac	cepta	ıble aı	nd un	accep	otable	beha	viour																									
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how	to id	entify	a ran	ige of	ways	to re	port c	once	ns at	out c	onter	nt and	l cont	act.																					
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Scratch	: Deve	elopin	g Gan	nes			Flo	wol				R	adio S	Statio	n			C	nline	Safet	y		31	D Mod	dellin	g: Sk	etch l	Jp		Usin	g and	App	lying	
designin	g, wri	ing ar	nd del	buggii	ng pro	ogran	ns tha	t acor	mplis	h spe	cific g	oals	includ	ling c	ontro	lling o	or sim	nulatir	ıg phy	/sical	syste	ms;												
1 2	3	4	<u>(5)</u>	6	1	2	3	4	<u>(5)</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
solving p	roble	ms by	deco	mpos	sing in	ito sn	naller	parts;	;																									
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using sed	quenc	e, sel	ectior	n, and	repet	ition	in pro	gram	s; woı	rk with	n varia	ables	and v	ariou	s forn	ns of	input	and c	utput	t;														
1 2	3	4	(5)	6	1	2	3	4	(5)	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
using log	jical r	eason	ing to	expla	ain ho	w soi	me sir	nple a	algori	thms	work	and to	o dete	ct an	d cor	rect e	rrors	in alg	orithr	ns and	d prog	grams	s;											
1 2	3	4	(5)	6	1	2	3	4	(5)	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
understa	nd co	mput	er net	works	s inclu	ıding	the Ir	terne	t;																									
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how com	puter	netw	orks (can pr	ovide	mult	iple s	ervice	s, su	ch as	the w	orld v	vide w	eb;																				
1 2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
opportur	nities	comp	uter n	etwor	rks of	fer fo	r com	muni	cation	n and	collab	orati	on;																					
1 2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
using sea	arch t	echno	logie	s effe	ctivel	y;																												
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how resu	ılts ar	e sele	cted a	and ra	ınked;																													
1 2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
how to be	e disc	erning	g in ev	/aluat	ing di	gital	conte	nt;																										
1 2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6





| Value | Proper | Pr





																	Yea	r 6																	
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des	ignin	g, writ	ing aı	nd del	ouggii	ng pro	ogran	ns tha	t acoı	mplis	h spe	cific g	joals	incluc	ling c	ontro	lling c	r sim	ulatir	g phy	sical	syste	ms;												
1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
sol	/ing p	roblei	ns by	deco	mpos	ing ir	nto sn	naller	parts	;																									
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	<u>5</u>	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
usii	ng sed	quenc	e, sel	ectior	n, and	repet	tition	in pro	gram	s; woı	rk with	n varia	ables	and v	ariou	s forn	ns of i	nput	and o	utput	;														
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
usii	ng log	jical re	eason	ing to	expla	ain ho	w so	me sir	nple a	algori	thms	work	and t	o dete	ct an	d cor	rect e	rrors	in alg	orithn	ns an	d prog	grams	s;											
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
unc	ersta	nd co	mput	er net	works	s inclu	uding	the In	terne	t;																									
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
hov	/ com	puter	netw	orks c	an pr	ovide	mult	iple s	ervice	s, su	ch as	the w	orld v	vide w	/eb;																				
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
opp	ortur	nities (comp	uter n	etwor	ks of	fer fo	r com	muni	cation	n and	collat	orati	on;																					
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
usii	ng sea	arch te	echno	logie	s effe	ctivel	ly;																												
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
hov	/ resu	ılts are	e sele	cted a	and ra	nked	;																												
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6
hov	to be	e disc	ernin	g in ev	/aluat	ing di	igital	conte	nt;																										
1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6	1	2	3	4	5	6





Year 6 **Kodu Programming** Film Making **Using and Applying Scratch: Animated Stories Spreadsheets Online Safety** selecting, using and combining 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, including collecting, analysing, evaluating and presenting data and information; using technology safely, respectfully and responsibly; 5 5 2 how to recognise acceptable and unacceptable behaviour; 2 5 6 5 how to identify a range of ways to report concerns about content and contact. 6



