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 Group

Aims
These aims are taken directly from the 2014 National Curriculum.

PlanIt Units
Each subject area has been split into different units for coverage of the 2014 National Curriculum throughout the school year.

These units contain an overview, lessons packs, an assessment pack, additional resources and corresponding home learning packs.

Lesson Numbers
These numbers identify which lessons in the unit build upon the National Curriculum aim.

Year 1

Aim	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	①②③④ 5 ⑥	1 2 3 4 5 6	1 2 ③④⑤ 6	1 2 3 4 5 6
how algorithms are implemented as programs on digital devices;	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 ③④ 5 ⑥	1 2 3 4 5 6	1 2 ③④⑤ 6	1 2 3 4 5 6
programs and how to execute by following precise and unambiguous instructions;	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	①②③④ 5 ⑥	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6
using logical reasoning to predict the behaviour of simple 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 ③④ 5 ⑥	1 2 3 4 5 6
using technology purposefully 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 purposefully to organise;	1 ②③④⑤⑥	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 purposefully 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 purposefully to manipulate;	①②③④⑤⑥	1 2 3 ④⑤⑥	①②③④⑤⑥	1 2 3 4 5 6	① 2 3 4 5 6	1 2 3 4 5 6	1 ②③④⑤⑥
using technology purposefully to retrieve;	1 ② ③ 4 5 6	1 2 3 ④⑤⑥	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 of information technology beyond 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

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 implemented as programs on digital 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 execute by following precise and unambiguous instructions;	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 logical reasoning to predict the behaviour of simple 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 purposefully to create;	(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 purposefully 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 purposefully 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 purposefully to manipulate;	(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 purposefully 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 of information technology beyond 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)

Year 1

Word Processing Skills	Computer Skills	Painting	Programming Toys	Online Safety	Scratch Jr Programming	Using and Applying

using technology safely and respectfully;

1 2 3 4 5 6	①②③④ 5 6	1 2 3 4 5 6	1 2 3 4 5 6	②③④ 5 ⑥ 6	1 2 3 4 5 6	1 2 3 4 5 6

the need to keep personal information private;

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

where to go for help and support when they have concerns about content or contact on the Internet or other online technologies.

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

Year 2

	Preparing for Turtle Logo	Computer Art	Programming Turtle Logo and Scratch	Presentation Skills	Using the Internet	Using and Applying	Online Safety
algorithms and what they are;	①②③④⑤⑥	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 ⑤⑥	1 2 3 4 5 6
how algorithms are implemented as programs on digital devices;	①②③④⑤⑥	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 ⑤⑥	1 2 3 4 5 6
programs and how to execute by following precise and unambiguous instructions;	①②③④⑤⑥	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 ⑤⑥	1 2 3 4 5 6
creating and debugging simple programs;	①②③④⑤⑥	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 ⑤⑥	1 2 3 4 5 6
using logical reasoning to predict the behaviour of simple programs;	1 2 3 4 5 6	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 ⑤⑥	1 2 3 4 5 6
using technology purposefully to create;	1 2 3 4 5 6	①②③④⑤⑥	1 2 ③④⑤⑥	1 2 3 4 5 6	1 2 3 ④⑤ 6	①②③④ 5 6	1 2 3 4 5 6
using technology purposefully 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 ④⑤ 6	①②③④ 5 6	1 2 3 4 5 6
using technology purposefully to store;	1 2 3 4 5 6	1 2 3 4 ⑤ 6	1 2 3 4 5 6	①②③④⑤ 6	1 2 3 ④⑤ 6	①②③④ 5 6	1 2 3 4 5 6
using technology purposefully to manipulate;	1 2 3 4 5 6	①②③④⑤ 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	①②③④ 5 6	1 2 3 4 5 6
using technology purposefully to retrieve;	1 2 3 4 5 6	1 2 3 4 ⑤ 6	1 2 3 4 5 6	①②③④⑤ 6	①②③ 4 5 6	①②③④ 5 6	1 2 3 4 5 6

Year 2

Preparing for Turtle Logo	Computer Art	Programming Turtle Logo and Scratch	Presentation Skills	Using the Internet	Using and Applying	Online Safety

recognising common uses of information technology beyond school;

Preparing for Turtle Logo	Computer Art	Programming Turtle Logo and Scratch	Presentation Skills	Using the Internet	Using and Applying	Online Safety
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 safely and respectfully;

Preparing for Turtle Logo	Computer Art	Programming Turtle Logo and Scratch	Presentation Skills	Using the Internet	Using and Applying	Online Safety
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

the need to keep personal information private;

Preparing for Turtle Logo	Computer Art	Programming Turtle Logo and Scratch	Presentation Skills	Using the Internet	Using and Applying	Online Safety
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

where to go for help and support when they have concerns about content or contact on the Internet or other online technologies.

Preparing for Turtle Logo	Computer Art	Programming Turtle Logo and Scratch	Presentation Skills	Using the Internet	Using and Applying	Online Safety
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

Year 3

Criteria	Programming Turtle Logo and Scratch	Word Processing	Drawing and DTP	Internet Research and Communication	Presentation Skills	Using and Applying	Online Safety
designing, writing and debugging programs that accomplish specific goals including controlling or simulating physical systems;	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	1 2 3 4 5 6	1 2 3 4 5 6
solving problems by decomposing into smaller parts;	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	1 2 3 4 5 6	1 2 3 4 5 6
using sequence, selection and repetition in programs;	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	1 2 3 4 5 6	1 2 3 4 5 6
working with variables and various forms of input and output;	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	1 2 3 4 5 6	1 2 3 4 5 6
using logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;	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	1 2 3 4 5 6	1 2 3 4 5 6
computer networks including the Internet;	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	①② 3 ④⑤⑥
how computer networks can provide multiple services, such as the world wide web;	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	①② 3 ④⑤⑥
opportunities computer networks offer for communication and collaboration;	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	①② 3 ④⑤⑥
using search technologies effectively;	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	①② 3 4 ⑤ 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
how results are selected and ranked;	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	①② 3 4 ⑤ 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6

Year 3

	Programming Turtle Logo and Scratch	Word Processing	Drawing and DTP	Internet Research and Communication	Presentation Skills	Using and Applying	Online Safety
how to be discerning in evaluating digital content;	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	①②3 4 ⑤6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
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;	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 safely, respectfully and responsibly;	1 2 3 4 5 6	①2 3 4 5 6	1 2 3 4 5 6	①2 ③4 ⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	①2 ③④⑤6
how to recognise acceptable and unacceptable behaviour;	1 2 3 4 5 6	①2 3 4 5 6	1 2 3 4 5 6	①2 ③4 ⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	①2 ③④⑤6
how to identify a range of ways to report concerns about content and contact.	1 2 3 4 5 6	①2 3 4 5 6	1 2 3 4 5 6	①2 ③4 ⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	①2 ③④⑤6

Year 4

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety

designing, writing and debugging programs that acomplish specific goals including controlling or simulating physical systems;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
(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

solving problems by decomposing into smaller parts;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
(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 sequence, selection, and repetition in programs; work with variables and various forms of input and output;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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 logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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

understand computer networks including the Internet;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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 computer networks can provide multiple services, such as the world wide web;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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

opportunities computer networks offer for communication and collaboration;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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 search technologies effectively;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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 results are selected and ranked;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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 discerning in evaluating digital content;

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	Online Safety
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 4

Scratch: Questions and Quizzes	Programming Turtle Logo	Word Processing	Animation	Using and Applying	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;

| 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 | 1 2 3 4 5 6 |

using technology safely, respectfully and responsibly;

| 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 ③④⑤⑥ |

how to recognise acceptable and unacceptable behaviour;

| 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 ③④⑤⑥ |

how to identify a range of ways to report concerns about content and contact.

| 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 ③④⑤⑥ |

Year 5

	Scratch: Developing Games	Flowol	Radio Station	Online Safety	3D Modelling: Sketch Up	Using and Applying

designing, writing and debugging programs that acomplish specific goals including controlling or simulating physical systems;

Scratch	Flowol	Radio	Online	3D	Using
①②③④⑤⑥	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

solving problems by decomposing into smaller parts;

Scratch	Flowol	Radio	Online	3D	Using
①②③④⑤⑥	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 sequence, selection, and repetition in programs; work with variables and various forms of input and output;

Scratch	Flowol	Radio	Online	3D	Using
1 ②③④⑤⑥	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 logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;

Scratch	Flowol	Radio	Online	3D	Using
①②③④⑤⑥	1 2 3 ④⑤⑥	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6

understand computer networks including the Internet;

Scratch	Flowol	Radio	Online	3D	Using
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 computer networks can provide multiple services, such as the world wide web;

Scratch	Flowol	Radio	Online	3D	Using
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

opportunities computer networks offer for communication and collaboration;

Scratch	Flowol	Radio	Online	3D	Using
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 search technologies effectively;

Scratch	Flowol	Radio	Online	3D	Using
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 results are selected and ranked;

Scratch	Flowol	Radio	Online	3D	Using
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 discerning in evaluating digital content;

Scratch	Flowol	Radio	Online	3D	Using
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 5

Scratch: Developing Games	Flowol	Radio Station	Online Safety	3D Modelling: Sketch Up	Using and Applying

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;

| 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 technology safely, respectfully and responsibly;

| 1 2 3 4 5 6 | 1 2 3 4 5 6 | 1 2 3 4 5 6 | ①②③ 4 ⑤⑥ | 1 2 3 4 5 6 | 1 2 3 4 5 6 |

how to recognise acceptable and unacceptable behaviour;

| 1 2 3 4 5 6 | 1 2 3 4 5 6 | 1 2 3 4 5 6 | ①②③ 4 ⑤⑥ | 1 2 3 4 5 6 | 1 2 3 4 5 6 |

how to identify a range of ways to report concerns about content and contact.

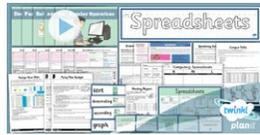| 1 2 3 4 5 6 | 1 2 3 4 5 6 | 1 2 3 4 5 6 | ①②③ 4 ⑤⑥ | 1 2 3 4 5 6 | 1 2 3 4 5 6 |

Year 6

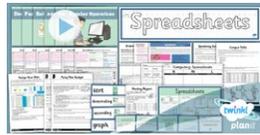|	Scratch: Animated Stories	Spreadsheets	Kodu Programming	Online Safety	Film Making	Using and Applying

designing, writing and debugging programs that acomplish specific goals including controlling or simulating physical systems;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
(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

solving problems by decomposing into smaller parts;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
(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 sequence, selection, and repetition in programs; work with variables and various forms of input and output;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
(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 logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
(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

understand computer networks including the Internet;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
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 computer networks can provide multiple services, such as the world wide web;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
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

opportunities computer networks offer for communication and collaboration;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
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 search technologies effectively;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
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 results are selected and ranked;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
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 discerning in evaluating digital content;

Scratch	Spreadsheets	Kodu	Online Safety	Film Making	Using and Applying
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

Scratch: Animated Stories	Spreadsheets	Kodu Programming	Online Safety	Film Making	Using and Applying

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;

1 2 3 4 5 6	①②③④⑤⑥	① 2 3 4 5 6	1 2 3 4 5 6	①②③④⑤⑥	1 2 3 4 5 6

using technology safely, respectfully and responsibly;

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	1 2 3 4 5 6

how to recognise acceptable and unacceptable behaviour;

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 identify a range of ways to report concerns about content and contact.

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