

Powick Computing Curriculum – Mapping of the National Curriculum KS2

Key Stage Two						
Subject Content. Key Stage 2						
Pupils should be taught to:						
<ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts use sequence, selection, and repetition in programs; work with variables and various forms of input and output use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs understand computer networks including the internet; how they can provide multiple services, such as the world wide web; and the opportunities they offer for communication and collaboration use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content select, use and combine 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 use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. 						
	Autumn Term		Spring Term		Summer Term	
	1 st half	2 nd half	1 st half	2 nd half	1 st half	2 nd half
Year 3	Computing systems and networks – Connecting computers	Creating media – Stop-frame animation	Programming A – Sequencing sounds	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions in programs
Year 4	Computing systems and networks – The internet	Creating media – Audio production	Programming A – Repetition in shapes	Online Safety	Creating media – Photo editing	Programming B – Repetition in games
Key Stage 2 – Y5/6						
	Autumn Term		Spring Term		Summer Term	
Year 5	Computing systems and networks – Systems and searching	Creating media – Video production	Data and information – Flat-file databases	Creating media – Introduction to vector graphics	Programming B – Selection in quizzes	Online Safety
Year 6	Computing systems and networks – Communication and collaboration	Creating media – Web page creation	Programming A – Variables in games	Data and information – Introduction to spreadsheets	Creating media – 3D modelling	Programming B – Sensing movement