SsPP Computing Curriculum				
Communication and e-safety		**Computer science**	**Information technology and digital literacy**	**E-safety (CEOP)**
KS1				
National Curriculum Objectives				
Pupils should be taught to: ♣ understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions ♣ create and debug simple programs ♣ use logical reasoning to predict the behaviour of simple programs(need to evidence) ♣ use technology purposefully to create, organise, store, manipulate and retrieve digital content ♣ recognise common uses of information technology beyond school ♣ use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.				
Year 1	Use technology safely, respectfully, and responsibly – keeping personal information private Identify where to go for help and support when they have concerns about content or contact on the internet or online technologies	Understand what algorithms are; to create simple programs	Use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common use of information technology beyond school	Embedded across the curriculum. Additional resources on CEOP See Progression in online safety for reference
	Animals	Ice Age	The Ocean	
Year 2	To understand what personal information is and how to identify trusted adults who can help To understand what personal information should not be shared and that I have the right to say no To understand what behaviour others value both online and off			
	Angry Birds	Harvest Festival	Knights and Dragons	
How computers work – Communication and e-safety		**Algorithms and programming**	**Data and information**	**E-safety (CEOP)**
KS2				
National Curriculum Objectives				
Pupils should be taught to: ♣ 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.				
National Curriculum Objectives				Embedded across the curriculum. Additional resources on CEOP See Progression in online safety for reference
	To understand computer networks including the internet; how they can provide multiple services e.g. World Wide Web (WWW). The use technology safely, respectfully and responsibly	The design, write and debug programmes that accomplish specific goals, use sequence in programs; logical reasoning to detect and correct errors in algorithms and programs	The select and use a variety of software (including internet services) to create a range of content that accomplish given goals, including collecting and presenting data and information	
Year 3	Roald Dahl	Aliens	Chocolate factory	
National Curriculum Objectives				
	The use search technology effectively and be discerning in evaluating digital content	The design, write and debug programmes that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposition; use sequence and repetition in programs; use logical reasoning to explain simple algorithms works and to detect and correct errors in algorithms and programs	The select and use a variety of software (including internet services) to create a range of content that accomplish given goals, including collecting and presenting data and information	
Year 4	Myths and legends	Dragons	David Walliams	
National Curriculum Objectives				
	To understand computer networks including the internet; how they can provide multiple services e.g. World Wide Web (WWW); and the opportunities they offer	The design, write and debug programmes that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposition	The select and use 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	

	for communication and collaboration To use technology safely, respectfully and responsibly	The use sequence, repetition in programs; work with variables and various forms of input and output To use logical reasoning to explain how simple algorithms work and to detect an correct errors in algorithms and program	given goals, including collecting, evaluating and presenting data information	
Year 5	The Railway Children	Greek Mythology	Kensuke's Kingdom	
National Curriculum Objectives				
	The use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content The use technology safely, respectfully and responsibly; recognise acceptable and unacceptable behaviour; identify a range of ways to report concerns about content and contact	The design, write and debug programmes that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposition The use sequence, repetition in programs; work with variables and various forms of input and output To use logical reasoning to explain how simple algorithms work and to detect an correct errors in algorithms and program	The select and use 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, evaluating and presenting data information	
Year 6	Evacuees	Victorians	Africa	