

National Curriculum Objectives Key Stage 1	Year 1	Year 2
Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. (Computer Science)	1.7	2.1
Create and debug simple programs. (Computer Science)	1.7	2.1
Use logical reasoning to predict the behaviour of simple programs. (Computer Science)	1.7	2.1
Use technology purposefully to create, organise, store, manipulate and retrieve digital content. (Information Technology)	1.3, 1.6, 1.7	2.5, 2.6, 2.7
Recognise common uses of information technology beyond school. (Information Technology)	1.9	2.5
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. (Digital Literacy)	1.1	2.2

Year Group	Term	Unit(s) to be Covered
Year 1 / 2 A	Autumn	1.1: Online Safety & Exploring – 4 lessons 1.9: Technology Outside School – 2 lessons
	Spring	1.7: Coding – 6 lessons
	Summer	1.3: Pictograms – 3 lessons 2.6: Creating Pictures – 5 lessons
Year 1 / 2 B	Autumn	2.2: Online Safety – 3 lessons 2.5: Effective Searching – 3 lessons
	Spring	1.6: Animated Story Books – 5 lessons 2.7: Making Music – 3 lessons
	Summer	2.1: Coding – 6 lessons

National Curriculum Objectives Key Stage 2		Year 3	Year 4	Year 5	Year 6
Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. (Computer Science)		3.1	4.1, 4.5	5.1	6.5
Use sequence, selection and repetition in programs; work with variables and various forms of input and output. (Computer Science)		3.1	4.5	5.1	6.5
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. (Computer Science)		3.1	4.5	5.1	6.5
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. (Computer Science)		3.5	4.2, 4.7	5.2	6.2, 6.4, 6.6
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. (Information Technology)		Various	4.7	Various	6.2
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. (Information Technology)		3.5, 3.7	4.1, 4.9	5.1, 5.6, 5.8	6.4, 6.5, 6.7
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. (Digital Literacy)		3.2, 3.5	4.2	5.2	6.2, 6.4
Year Group	Term	Unit(s) to be Covered			
Year 3	Autumn	3.2: Online Safety – 3 lessons			
		3.7: Simulations – 3 lessons			
	Spring	3.5: Email (Including Email Safety) – 6 lessons			
	Summer	3.1: Coding – 6 lessons			
Year 4	Autumn	4.2: Online Safety – 4 lessons			
		4.7: Effective Search – 3 lessons			
	Spring	4.5: Logo – 4 lessons			
		4.9: Making Music – 4 lessons			
	Summer	4.1: Coding – 6 lessons			

Year 5	Autumn	5.2: Online Safety – 4 lessons
		5.6: 3D Modelling – 4 lessons
	Spring	5.8: Word Processing – 8 lessons
	Summer	5.1: Coding – 6 lessons
Year 6	Autumn	6.2: Online Safety – 3 lessons
		6.4: Blogging – 4 lessons
	Spring	6.7: Quizzing – 6 lessons
	Summer	6.5: Text Adventures – 4 lessons
		6.6: Networks – 3 lessons