

Falcons Cycle A		
KS2 POS	• 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.	
Unit of work	Knowledge	Skills
Emailing	• Understand the purpose of an email. • Learn that not all emails are genuine, recognising when an email might be fake and what to do about it.	• Learn how to log in and out of an email account. • Write an email including subject, 'to' and 'from' • Send an email with an attachment. • Reply to an email.
Journey Inside a Computer	• Understand what the different components of a computer do and how they work together. • Use decomposition to explain parts of a laptop computer.	• Drawing comparisons across different types of computers. • Recognise some inputs and outputs • Suggest what the computer is doing

	• Understand that a computer follows instructions	
Top Trump databases	• Understand the vocabulary associated with databases: field, record, data. • Learn about the pros and cons of digital versus paper databases. • Learn how data is transferred.	• Sort and filter databases to easily retrieve information. • Create and interpret charts and graphs to understand data.
Digital Literacy	• Describe the purpose of a book trailer. • Solve problems by decomposing them into smaller parts	• Frame shots differently to create different effect. • Take photographs and recording videos to tell a story. • Use software to edit and enhance a video adding music, sounds, and text on screen with transitions.
Programming: Scratch	• Understand that computers follow instructions. • Use an algorithm to explain the roles of different parts of a computer. • Use logical reasoning to explain how simple algorithms work. • Explain the purpose of an algorithm. • Use decomposition to explore the code behind an animation.	• Use repetition in programmes • Form algorithm independently. • Incorporating loops to make codes more efficient. • Remix existing code. • Use a more systematic approach to debugging code, justifying what went wrong and how it can be corrected. • To decompose a story into smaller parts.
Network and the Internet	• Learn what a network is and its purpose.	• Recognise links between networks and the internet.

	• Identify the key components within network including whether they are wired or wireless. • Learn what a server does • Discuss the journey of a file • Understand how the Internet works. • Explain a website's journey • Understand the purpose of a router • Explain how a website reaches a computer • Explain that routers connect together to send information	• Suggest which websites will have more/less jumps.
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