

<u>Computing Strand</u>	<u>Objective</u>	<u>Unit objective is to be assessed within</u>
Computer Science	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	Spring 1 – Coding Spring 2 – Game creator
	Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Spring 1 – Coding
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	Spring 1 – Coding
	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.	Autumn 1 – Online safety Also assess during Cross Curricular lessons i.e blogging
	Information Technology	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
Information Technology	Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluation and presenting data and information	Autumn 2 – Databases Summer 1 – 3D Modelling Summer 2 - Spreadsheets
	Digital Literacy	Use technology safely, respectfully and responsibly; recognise acceptable / unacceptable behaviour; identify a range of ways to report concerns