Darwen St James CE Primary Academy Computing Curriculum 2023/24

	Autumn 1 6 Weeks 4 days	Autumn 2 8 Weeks	Spring 1 5 Weeks	Spring 2 6 Weeks	Summer 1 6 Weeks 4 days	Summer 2 6 weeks
Year 1	Using Cromebooks - logging on/off and accessing PM **2 weeks** Online safety 1:1 **4 weeks (Digital Literacy)**	Grouping and sorting 1:2 **2 weeks (Computer Science)** Lego builders 1:4 **3 weeks (Computer Science)** Christmas Card Competition	Maze explorers 1:5 **3 weeks (Computer Science)** Technology outside school 1:9 **2 weeks (Digital Literacy)** Safer Internet Day Tues 14/2/23	Coding 1:7 **6 weeks (Computer Science)**	Animated stories 1:6 **5 weeks (Information Technology)**	Pictograms 1:3 **3 weeks (Information Technology)** Spreadsheets 1:8 **3 weeks (Information Technology)**

National Curriculum Objective	Strand	Units
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	1.4 1.5.1.7
Create and debug simple programs.	Computer Science	1.5 1.7
Use logical reasoning to predict the behaviour of simple programs.	Computer Science	1.5 1.7
Use technology to purposefully create, organise, store, manipulate and retrieve digital content.	Information Technology	1.2 1.3 1.6 1.7 1.8
Recognise common uses of information technology beyond school.	Digital Literacy	1.9
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

	Autumn 1 6 Weeks 4 days	Autumn 2 8 Weeks	Spring 1 5 Weeks	Spring 2 6 Weeks	Summer 1 6 Weeks 4 days	Summer 2 6 weeks
Year 2	Online safety 2.2 **3 weeks (Digital Literacy)** Effective searching 2.5 **3 weeks (Digital Literacy)**	Spreadsheets 2.3 **4 weeks (Information Technology)** Christmas Card Competition	Questioning 2.4 **5 weeks (Information Technology)** Safer Internet Day Tues 14/2/23	Coding 2.1 **5 weeks (Computer Science)**	Presenting ideas 2.8 **4 weeks (Information Technology)**	Creating pictures 2.6 **5 weeks (Information Technology)**

National Curriculum Objective	Strand	Units
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	2.1
Create and debug simple programs.	Computer Science	2.1
Use logical reasoning to predict the behaviour of simple programs.	Computer Science	2.1
Use technology to purposefully create, organise, store, manipulate and retrieve digital content.	Information Technology	2.3 2.4 2.5 2.6 2.7 2.8
Recognise common uses of information technology beyond school.	Digital Literacy	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	2.2

	Autumn 1 6 Weeks 4 days	Autumn 2 8 Weeks	Spring 1 5 Weeks	Spring 2 6 Weeks	Summer 1 6 Weeks 4 days	Summer 2 6 weeks
Year 3	Online safety 3.2 **3 weeks (Digital Literacy)** Spreadsheets 3.3 **3 weeks (Information Technology)**	Coding 3.1 **6 weeks (Computer Science)** Christmas Card Competition	Touch typing 3.4 **4 weeks (Information Technology)** Safer Internet Day Tues 14/2/23	Graphing 3.8 **3 weeks (Information Technology)** Simulations 3.7 **3 weeks (Information Technology)**	Email 3.5 **6 weeks (Information Technology)**	Branching databases 3.6 **4 weeks (Information Technology)**

National Curriculum Objective	Strand	Units
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
Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Computer Science	3.1
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Computer Science	3.1
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
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 (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	3.3 3.4 3.5 3.6 3.7 3.8
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

	Autumn 1 6 Weeks 4 days	Autumn 2 8 Weeks	Spring 1 5 Weeks	Spring 2 6 Weeks	Summer 1 6 Weeks 4 days	Summer 2 6 weeks
Year 4	Online safety 4.2 **4 weeks (Digital Literacy)** Animation 4.6 **3 weeks (Information Technology)**	Logo 4.5 **4 weeks (Computer Science)** Hardware investigators 4.8 **2 weeks (Computer Science)** Christmas Card Competition	Making Music 4.9 **4 weeks (Information Technology)** Safer Internet Day Tues 14/2/23 Coding 4.1 **6 weeks (Computer Science)**	Coding 4.1 **6 weeks (Computer Science)**	Writing for different audiences 4.4 **5 weeks (Information Technology)** Effective searching 4.7 **3 weeks (Information Technology)**	Effective searching 4.7 **3 weeks (Information Technology)**

National Curriculum Objective	Strand	Units
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	4.1 4.5
Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Computer Science	4.1 4.5
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Computer Science	4.1 4.5
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	4.2 4.7 4.8
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Information Technology	4.7
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	4.1 4.3 4.4 4.6 4.9
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy	4.2

	Autumn 1 6 Weeks 4 days	Autumn 2 8 Weeks	Spring 1 5 Weeks	Spring 2 6 Weeks	Summer 1 6 Weeks 4 days	Summer 2 6 weeks
Year 5	Online safety 5.2 **3 weeks (Digital Literacy)** Modelling 5.6 **4 weeks (Information Technology)**	External Devices 5.9 **6 weeks (Computer Science)** Christmas Card Competition	Game creator 5.5 **5 weeks (Computer Science)** Safer Internet Day	Coding 5.1 **6 weeks (Computer Science)**	Databases 5.4 **4 weeks (Information Technology)**	Concept maps 5.7 **4 weeks (Information Technology)**

National Curriculum Objective	Strand	Units
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	5.1 5.5
Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Computer Science	5.1
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Computer Science	5.1
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	5.2
Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	Information Technology	5.2
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	5.1 5.3. 5.4 5.5 5.6 5.7 5.8
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	Digital Literacy	5.2 and discussed in other units.

	Autumn 1 6 Weeks 4 days	Autumn 2 8 Weeks	Spring 1 5 Weeks	Spring 2 6 Weeks	Summer 1 6 Weeks 4 days	Summer 2 6 weeks
Year 6	Online safety 6.2 **3 weeks (Digital Literacy)** Blogging 6.4 **4 weeks (Information Technology)**	Text adventures 6.5 **5 weeks (Computer Science)** Christmas Card Competition	Networks 6.6 **3 weeks (Computer Science)** Safer Internet Day Tues 14/2/23	Quizzing 6.7 **6 weeks (Information Technology)**	Coding 6.1 **6 weeks (Computer Science)**	Spreadsheets 6.3 **5 weeks (Information Technology)**

National Curriculum Objective	Strand	Units
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	6.1 6.5 6.9
Use sequence, selection and repetition in programs; work with variables and various forms of input and output.	Computer Science	6.1 6.5
Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	Computer Science	6.1 6.5 6.9
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	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	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	6.1 6.3 6.4 6.5 6.7 6.9
Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	Digital Literacy	6.2 6.4