



## Computing Programme of Study 2019-2020



### KEY STAGE 2 COMPUTING OBJECTIVES COVERAGE

	Create Programmes	Develop Programmes	Reasoning	Network	Search Engines	Using Programmes	Safe use
	1	2	3	4	5	6	7
<b>YEAR 3</b>							
How far can you throw your shadow?	✓						✓
Who first lived in Britain?		✓					✓
What do rocks tell us about the way the Earth was formed?			✓				✓
Why were the Ancient Greeks ruled by their Gods?				✓			✓
What makes plants and flowers grow and flourish?					✓		✓
What makes the Earth angry?						✓	✓

### YEAR 4

	Create Programmes	Develop Programmes	Reasoning	Network	Search Engines	Using Programmes	Safe use
	1	2	3	4	5	6	7
What happens to the food we eat?	✓						✓
How can we recreate the wonder of Ancient Egypt?		✓					✓
Why is the sound made by Little Mix enjoyed by so many?			✓				✓
Who were the Romans and what did we learn from them?				✓			✓
Have we always looked like this?					✓	✓	✓



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Why are most of the world's cities located by rivers?							✓
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YEAR 5							
	Create Programmes	Develop Programmes	Reasoning	Network	Search Engines	Using Programmes	Safe use
	1	2	3	4	5	6	7
Will Liam really be the next astronaut to land on the moon?	✓						✓
Who were the Anglo-Saxons?		✓					✓
Does everything that goes up always come down?			✓				✓
Why should the rainforests matter to all of us?						✓	✓
How different will you be when you are as old as your grandparents?					✓		✓
Why should Britain be ashamed of slavery?							✓



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Year 6							
	Create Programmes	Develop Programmes	Reasoning	Network	Search Engines	Using Programmes	Safe use
	1	2	3	4	5	6	7
Why is our heart the most important pump that we own?	✓						✓
Were the Vikings always victorious and vicious?		✓					✓
How can we find out if spiders and the flies are related?			✓				✓
Why was the Islamic Civilization (around 900AD) known as the Golden Age?					✓		✓
Have we always looked like this?						✓	✓
Why has Brazil got one of the world's fastest growing economies?							✓

### Key Stage 2 Computing Objectives

Pupils should be taught to:

1. Create Programmes: design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
2. Develop Programmes: use sequence, selection, and repetition in programs; work with variables and various forms of input and output
3. Reasoning: use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
4. Network: 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
5. Search Engines: use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
6. Using Programmes: 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
7. Safe Use: use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.