

Key Stage 2 National Curriculum:		Year 3/4
2.1	design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts	4
2.2	use sequence, selection, and repetition in programs; work with variables and various forms of input and output	6
2.3	use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	4
2.4	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	4
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	3
2.6	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	12
2.7	use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	3

Year 3 and 4 Key Stage 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Computing systems and networks – Connecting computers	Creating media – Animation	Programming A – Sequence in music	Data and information – Branching databases	Creating media – Desktop publishing	Programming B – Events and actions
National Curriculum coverage:	2.2. 2.4. 2.6	2.6	2.1. 2.2. 2.3. 2.6	2.6	2.6 2.6	2.1. 2.2. 2.3. 2.6
Cycle B	Computing systems and networks – The Internet	Creating media – Audio editing	Programming A – Repetition in shapes	Data and information – Data logging	Creating media – Photo editing	Programming B – Repetition in games
National Curriculum coverage:	2.4. 2.5. 2.7 2.6	2.5. 2.6 2.7	2.1. 2.2. 2.3. 2.6	2.2. 2.6	2.5. 2.6 2.7	2.1. 2.2. 2.3. 2.6