

Key Stage 2 National Curriculum:		Year 5/6
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	6
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	5
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	2
2.5	use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	4
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.	5

Year 5 and 6 Key Stage 2	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Cycle A	Computing systems and networks – Sharing information	Creating media – Video editing	Programming A – Selection in physical computing	Data and information – Flat-file databases	Creating media – Vector drawing	Programming B – Selection in quizzes
National Curriculum coverage:	2.1. 2.2. 2.4. 2.6 2.7	2.5. 2.6 2.7	2.1. 2.2. 2.3. 2.6	2.5. 2.6	2.6	2.1. 2.2. 2.3. 2.6
Cycle B	Computing systems and networks – Communication	Creating media – Web page creation	Programming A – Variables in games	Data and information – Spreadsheets	Creating media – 3D Modelling	Programming B – Sensing
National Curriculum coverage:	2.1. 2.2. 2.3. 2.4. 2.5 2.6 2.7	2.5. 2.6 2.7	2.1. 2.2. 2.3. 2.6	2.6	2.6 2.7	2.1. 2.2. 2.3. 2.6

