SOMERFORD PRIMARY COMPUTING CURRICULUM (TWINKL)

	AUTUMN		SPRING		SUMMER	
YEAR ONE	**DIGITAL LITERACY** Online Safety Use technology purposefully to create, organise, store, manipulate and retrieve digital content Recognise common uses of information technology beyond school	**COMPUTER SCIENCE** Programming Toys Understand that programs execute by following precise and unambiguous instructions. Create and debug simple programs. Use technology purposefully to create digital content	**INFORMATION TECHNOLOGY** Computer Skills Use technology purposefully to manipulate and retrieve digital content. Use technology safely and respectfully	**INFORMATION TECHNOLOGY** Painting To use technology purposefully to create, organise, store, manipulate and retrieve digital content Use logical reasoning to predict the behaviour of simple programs	**INFORMATION TECHNOLOGY** Word processing Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school.	**COMPUTER SCIENCE** Scratch To understand that programs execute by following precise and unambiguous instructions. Use logical reasoning to predict the behaviour of simple programs. Create and debug simple programs
YEAR TWO	**DIGITAL LITERACY** Online Safety Recognise common uses of information technology beyond school. 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	**INFORMATION TECHNOLOGY** Computer Art To use technology purposefully to create, organise, store, manipulate and retrieve digital content	**COMPUTER SCIENCE** Preparing for turtle/logo Understand what algorithms are, and that programs execute by following precise and unambiguous instructions. Create and debug simple programs.	**DIGITAL LITERACY** Using the Internet To 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	**INFORMATION TECHNOLOGY** Presentation Skills Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	**COMPUTER SCIENCE** Programming turtle/logo Understand what algorithms are; and that programs execute by following precise and ambiguous instructions. Create and debug simple programs. Use logical reasoning to predict the behaviour of simple programs
YEAR THREE	**DIGITAL LITERACY** Online Safety 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. Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	**INFORMATION TECHNOLOGY** Word processing 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.	**DIGITAL LITERACY** Internet research Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; identify a range of ways to report concerns about content and contact,	**INFORMATION TECHNOLOGY** Presentation 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** Drawing 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 Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	**COMPUTER SCIENCE** Turtle/ Scratch Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.

YEAR FOUR	**DIGITAL LITERACY** Online Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content identify a range of ways to report concerns about content and contact	**INFORMATION TECHNOLOGY** Word processing Select, use and combine a variety of software on a range of digital devices to design a range of programs, systems and content that accomplish specific goals	**INFORMATION TECHNOLOGY** Animation Use a variety of software to design and create content that accomplish given goals Select, use and combine a variety of software including analysing, evaluating and presenting data and information	**COMPUTER SCIENCE** Programming logo Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	**COMPUTER SCIENCE** Scratch Create content that accomplish given goals. Solve problems by decomposing them into smaller parts Write and debug programs that accomplish specific goals Use sequence and selection in programs Use sequence and repetition in programs Work with variables	**USING AND APPLYING** Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information
YEAR FIVE	**DIGITAL LITERACY** Online Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour Identify a range of ways to report concerns about content and contact Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content	**INFORMATION TECHNOLOGY** 3D modelling 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	**COMPUTER SCIENCE** Flowol Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output	**INFORMATION TECHNOLOGY** Radio Select, use and combine a variety of software on a range of digital devices to create content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**COMPUTER SCIENCE** Scratch Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	**DIGITAL LITERACY** Internet research and webpage design Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content 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 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

YEAR SIX	**DIGITAL LITERACY** Online Safety Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact	**INFORMATION TECHNOLOGY** Spread sheets 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** Film Making Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. Understand computer networks including the internet and the opportunities they offer for communication and collaboration Use a variety of software on a range of digital devices to design and create a range of content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information	**COMPUTER SCIENCE** Kodu Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. Select, use and combine a variety of software, including evaluating and presenting data and information.	**COMPUTER SCIENCE** Scratch Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs	**USING AND APPLYING** Select, use and combine a variety of software to design and create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.