

# LONG TERM FORECAST

# Key Stage 1 Computing

**Autumn**

**Spring**

**Summer**

Pupils should be taught to:

- A** – understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- B** – create and debug simple programs
- C** – use logical reasoning to predict the behaviour of simple programs
- D** – use technology purposefully to create, organise, store, manipulate and retrieve digital content
- E** – use technology safely and respectfully, keeping personal information private; know where to go for help and support when they have concerns about material on the internet
- F** – recognise common uses of information technology beyond school.

## Golden Thread

### Programming/Coding - Equality

### Using technology data & writing - Acceptance

### Modelling & Simulation – Community Education

## Year 1

- 1.1 Online Safety and Exploring Purple Mash **E**
- 1.2 Grouping and Sorting (Maths) **D**
- 1.3 Pictograms (Maths) **D**
- 1.4 Lego Builders **A, B**

- 1.5 Maze Explorers **A, C**
- 1.6 Animated Story Books (Literacy/ Art) **D**

- 1.7 Coding **A, B, C, D**
- 1.8 Spreadsheets (Maths) **D**
- 1.9 Technology Outside School **E, F**

## Year 2

- 1.1 Coding **A, B, C, F**
- 1.2 Online Safety **E, F**
- 1.3 Spreadsheets (Maths) **D**

- 1.4 Questioning **D**
- 1.5 Effective Searching **D, E**

- 1.6 Creating Pictures (Art) **D**
- 1.7 Making Music (Music) **D**
- 1.8 Presenting Ideas (Literacy) **D**

# LONG TERM FORECAST

## Key Stage 2 Computing

Autumn

Spring

Summer

Pupils should be taught to:

**G** – design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts

**H** – use sequence, selection, and repetition in programs; work with variables and various forms of input and output

**I** – use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

**J** – 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

**K** – use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content

**L** – use technology safely, respectfully and responsibly; know a range of ways to report concerns and inappropriate behaviour

**M** – select, use and combine a variety of software (including internet services) on a range of digital devices to accomplish given goals, including collecting, analysing, evaluating and presenting data and information

Golden Thread	Programming/Coding - Equality	Using technology data & writing - Acceptance	Modelling & Simulation – Community Education
Year 3	3.1 Coding <b>G, H, I</b> 3.2 Online Safety <b>L</b> 3.3 Spreadsheets (Maths) <b>K, M</b>	3.4 Touch Typing <b>K</b> 3.5 Email (Literacy) <b>J, K, M, L</b>	3.6 Branching Databases <b>K, M</b> 3.7 Simulations <b>K, M</b> 3.8 Graphing (Maths) <b>K, M</b>
Year 4	4.1 Coding <b>G, H, I, M</b> 4.2 Online Safety <b>J, L, M</b> 4.3 Spreadsheets (Maths) <b>M</b>	4.4 Writing for Different Audiences (Literacy) <b>M</b> 4.11 micro:bits <b>G, H, I</b>	4.6 Animation (Art/D&T) <b>M</b> 4.10 Artificial Intelligence <b>K, L</b> 4.8 Hardware Investigators <b>J, M</b>
Year 5	5.1 Coding <b>G, M</b> 5.2 Online Safety <b>J, K, L, M</b> 5.3 Spreadsheets (Maths) <b>M</b>	5.5 Databases <b>G, M</b> 5.6 Game Creator (Art/D&T) <b>M</b>	5.7 3D Modelling (Art/D&T) <b>M</b> 5.8 Concept Maps (Literacy) <b>M</b>
Year 6	6.1 Coding <b>G, H, I, K, M</b> 6.2 Online Safety <b>J, L</b> 6.3 Spreadsheets (Maths) <b>K, M</b>	6.4 Blogging (Literacy) <b>J, K, L, M</b> 6.5 Text Adventures (Literacy) <b>K, M</b>	6.6 Networks <b>J</b> 6.7 Quizzing <b>K, M</b>