

NORTHSIDE SCHOOL COMPUTING CURRICULUM MAP

	<i>Autumn 1</i>	<i>Autumn 2</i>	<i>Spring 1</i>	<i>Spring 2</i>	<i>Summer 1</i>	<i>Summer 2</i>
Early Years						
Year 1	<p>Ourselfs ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely and respectfully, keeping personal information private. <i>(Understand what personal information means, logging on and off).</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. Recognise common uses of information technology beyond school. <i>(Making labels, taking photos, using ipads, using netbooks, data logging).</i> 	<p>Space PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions <i>(following and giving instructions)</i> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> 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. <i>(Online stranger - Hector the protector).</i> 	<p>Africa CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(Creating text / keyboard skills, opening files, saving work).</i> 	<p>Kings & Queens CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(Creating pictures).</i> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs (beebots). 	<p>Our Environment ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely and respectfully, keeping personal information private; <i>(Navigating websites).</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(Creating a presentation including sound).</i> 	<p>Toys ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely and respectfully, keeping personal information private; <i>(email).</i> <p>CREATIVE USE OF ICT</p> <p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content <i>(collect and organise data).</i></p> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs <i>(On screen programming – house of code)</i>
Year 2	<p>Dinosaurs ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely and respectfully, keeping personal information private. <i>(Navigating websites).</i> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs (beebots / probots). 	<p>Festivals and Celebrations ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> 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. <i>(Online research, investigating spoof websites).</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(Creating pictures).</i> 	<p>Fire, Fire CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(Opening and saving work, using the shared drive, Ipad books, MLE pages, using data loggers).</i> 	<p>Magic PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs <i>(Hour of Code)</i> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely and respectfully, keeping personal information private. <i>(Email communication).</i> 	<p>Creepy Crawlies PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions Create and debug simple programs Use logical reasoning to predict the behaviour of simple programs <i>(Lego WeDo)</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(collect, organise, classify and analyse data- Maths, typing and keyboard skills).</i> 	<p>The Seaside CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Use technology purposefully to create, organise, store, manipulate and retrieve digital content. <i>(Presentation, poster)</i>
Year 3	<p>Mythical Creatures PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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; 	<p>Soldiers CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content <i>(create images)</i> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> design, write and debug 	<p>Victorians ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use search technologies effectively, Appreciate how results are selected and ranked, and be discerning in evaluating digital content <i>(internet research / search engines)</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a 	<p>Environment CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and 	<p>Stone Age to Iron Age CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information <i>(music software)</i> <p>ESAFETY AND DIGITAL LITERACY</p>	<p>Animals PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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;

	<ul style="list-style-type: none"> use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs <i>(robots)</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices <i>(create and edit text)</i> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use search technologies effectively <i>(internet research)</i> 	<p>programs that accomplish specific goals, including controlling or simulating physical systems;</p> <ul style="list-style-type: none"> 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 <i>(scratch)</i> 	<p>variety of software (including internet services) on a range of digital devices</p> <ul style="list-style-type: none"> Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information <i>(ebooks)</i> 	<p>information <i>(presentation – prezzi / publisher, data collection, analysis and spreadsheets- Maths, log box)</i></p>	<ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; Identify a range of ways to report concerns about content and contact. <p>(online communication, keeping personal information safe, copywrite)</p>	<ul style="list-style-type: none"> 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 <i>(Hour of Code)</i> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> 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 <i>(learning about the computer network)</i>
Year 4	<p>Cartoons</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Design and create a range of programs, systems and content <i>(Simulation- creating a game).</i> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs <i>(Lego WeDo)</i> 	<p>South America</p> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 <i>(Lego WeDo)</i> 	<p>India</p> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> 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 <i>(Internet use, search engines)</i> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information. <i>(filming, Presentation-prezzi)</i> 	<p>Anglo Saxons</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> To design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information. <i>(data collecting, analysing, data logging).</i> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; Identify a range of ways to report concerns about content and contact. 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 <i>(Online communication, investigating computer networks)</i> 	<p>Ancient Egypt</p> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 <i>(Ocado app / Scratch)</i> 	<p>Creatures</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> 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 <i>(animation)</i>
Year 5	<p>Greece</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<p>Spies & detectives</p> <p>PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 	<p>Earth and Space</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<p>Vikings</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<p>The Highway Man</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information 	<p>Cowboys & Indians</p> <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information

	(spreadsheets)	<p>various forms of input and output</p> <ul style="list-style-type: none"> use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs (Introduction to scratch) 	<p>(presentation – prezzi, develop typing skills)</p> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use search technologies effectively, Appreciate how results are selected and ranked, and be discerning in evaluating digital content (Using the internet). 	(create film footage, movie marker / i-movie)	<p>(data loggers, creating a personal homepage on the MLE)</p> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; Identify a range of ways to report concerns about content and contact. <p>(evaluating info online, using appropriate information on the MLE / internet)</p>	<p>(collecting and entering data, using databases)</p> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour (copywrite / file sharing rules)
Year 6	<p>War and peace CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information <p>(Windows Movie Maker, I-movie – WW2 film–To include still, movie and audio files, edit and adapt digital photos)</p>	<p>War and peace PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 (Introduction to scratch using one sprite) <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; Identify a range of ways to report concerns about content and contact. <p>(Using e-mail/ rules and staying safe).</p>	<p>Movers & Shakers CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information <p>(Introduction to blogging creating and sharing a class blog)</p> <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use technology safely, respectfully and responsibly; recognise acceptable /unacceptable behaviour; Identify a range of ways to report concerns about content and contact. <p>(Safe blogging and online publishing)</p>	<p>Movers & Shakers PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 (Scratch creating games using interaction between sprites) <p>ESAFETY AND DIGITAL LITERACY</p> <ul style="list-style-type: none"> Use search technologies effectively, Appreciate how results are selected and ranked, and be discerning in evaluating digital content <p>(On line rights and security. Using reliable sources).</p>	<p>SATS PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 (Control using flowal to operate mimics) <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information <p>(Theme park challenge- create spreadsheets and use formula to work a running budget for a theme park)</p>	<p>Transition work School journey PROGRAMMING AND COMPUTER SCIENCE</p> <ul style="list-style-type: none"> 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 (introduction to Java script, making phone apps) <p>CREATIVE USE OF ICT</p> <ul style="list-style-type: none"> Select, use and combine a variety of software (including internet services) on a range of digital devices Design and create a range of programs, systems and content that Accomplish given goals, including collecting, analysing, evaluating and presenting data and information <p>(Create an i-yearbook using multimedia).</p>