Computing	Programme of study	Gods and Mor... Y3	Mighty Metals Y3	Predator! Y3	Tremors Y3	Tribal Tales Y3	Urban Pioneers Y3
Aims and purpose	**Year 1-6** **Breadth** *(optional)* ⚠ Be responsible, competent, confident and creative users of information and communication technology.						
	KS2 ⑪ Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.						③
	KS2 ㉔ 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.	①	②	⑦	①		①
	KS2 ⑥ Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.			②			
	KS2 ⑤ Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.						②
	KS2 ⑦ 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.						③
	KS2 ⑪ Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.			③		①	①
	KS2 ⑤ Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.			②			