| Computing | Programme of study | Allotment Y5 | Beast Creator Y5 | Pharaohs Y5 | Scream Machi... Y5 | Stargazers Y5 | Time Traveller Y5 |
|---|---|---|---|---|---|---|---|
| Aims and purpose | **Year 1-6** **Breadth** *(optional)* ⚠️<br>Be responsible, competent, confident and creative users of information and communication technology. | | | | | | |
| | **KS2** 11<br>Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. | | | | | | |
| | **KS2** 64<br>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 | 5 | 1 | 7 | | 5 |
| | **KS2** 6<br>Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. | | | | 2 | | |
| | **KS2** 5<br>Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs. | | | | 2 | 1 | |
| | **KS2** 7<br>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. | | | | 1 | | |
| | **KS2** 11<br>Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. | | | | 2 | 1 | |
| | **KS2** 5<br>Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. | | | | 2 | 1 | |