Computing	Programme of study	Blood Heart (Y6)	Darwin's Deli... (Y6)	Frozen Kingd... (Y6)	Hola Mexico! (Y6)
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.		1		
	KS2 64 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.	2	6	4	4
	KS2 6 Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.	1		1	
	KS2 5 Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.				
	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.		1	1	
	KS2 11 Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	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.				