Detailed coverage analysis Our Curriculum (188 projects, 4272 lessons) [ive]

Computing	Programme of study	Y1 Bright Lights,	Moon Zoom!	Y1 Paws, Claws a	Y1 The Enchante	Y2 Beachcombers	Y2 Land Ahoy!	Y2 Magnificent	Y2 Muck, Mess a	Y2 Portraits and	Y2 Street Detecti	Y2 The Scented	ya Gods and Mor	va Mighty Metals	v ₃ Predator!	v3 Tremors	va Tribal Tales	Y3 Urban Pioneers	Y4 1066	Y4 Burps, Botto	Y4 Misty Mounta	Y4 Road Trip USA!	Y4 Traders and R	Y5 Allotment	Y5 Beast Creator	Y5 Pharaohs	Y5 Scream Machi	Y5 Stargazers	ys Time Traveller	y6 Blood Heart	y6 Darwin's Deli	Y6 Hola Mexico!
	Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	4	1				1				1																					
	Create and debug simple programs.	4	1																													
	Use logical reasoning to predict the behaviour of simple programs.	3																														
	Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	8	3	1		1	2		4	1	2	2																				
	Recognise common uses of information technology beyond school.	6	1	1	1	6		1																								
	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.								1																							
Aims and purpose	Year 1 Breadth (optional) ⚠ Evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.																															

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Computing	Programme of study	M Bright Lights,	Moon Zoom!	Y1 Paws, Claws a	Y1 The Enchante	Y2 Beachcombers	Y2 Land Ahoy!	Y2 Magnificent	Y2 Muck, Mess a	Y2 Portraits and	vz Street Detecti	Y2 The Scented	Y3 Gods and Mor	Y3 Mighty Metals	y ₃ Predator!	Y3 Tremors	Y3 Tribal Tales	Y3 Urban Pioneers	Y4 1066	Y4 Burps, Botto	Y4 Misty Mounta	Y4 Road Trip USA!	Y4 Traders and R	Y5 Allotment	Y5 Beast Creator	Y5 Pharaohs	Y5 Scream Machi	Y5 Stargazers	Y5 Time Traveller	Y6 Blood Heart	Y6 Darwin's Deli	Y6 Frozen Kingd	Y6 Hola Mexico!
	Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.														2												2	1					
	Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.														3		1	1			1		1				2	1		1			
	Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.																	2									2	1					
	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				1					1				1	1	
	Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.														2												2			1		1	
	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	4	3	2	7	1	1	5	1	7		5	2	6	4	4

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Computing	Programme of study	Y1 Bright Lights,	Y1 Moon Zoom!	Y1 Paws, Claws a	Y1 The Enchante	Y2 Beachcombers	Y2 Land Ahoy!	Y2 Magnificent	Y2 Muck, Mess a	Y2 Portraits and	Y2 Street Detecti	Y2 The Scented	Y3 Gods and Mor	Y3 Mighty Metals	Y3 Predator!	Y3 Tremors	Y3 Tribal Tales	Y3 Urban Pioneers	74 1066	Y4 Burps, Botto	Y4 Misty Mounta	Y4 Road Trip USA!	Y4 Traders and R	Y5 Allotment	Y5 Beast Creator	Y5 Pharaohs	Y5 Scream Machi	Y5 Stargazers	Y5 Time Traveller	Y6 Blood Heart	Y6 Darwin's Deli	Y6 Frozen Kingd	Y6 Hola Mexico!
	Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.																	3	2	1		4									1		



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