



Computing Curriculum at Scargill CE Primary School

Computing – Autumn 1 (Cycle A: To be taught 2022-2023)			
Reception	Year 1 & 2	Year 3 & 4	Year 5 & 6
<p>Technology aspects including beebots, remote control devices.</p> <p>Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.</p> <p>Vocabulary: On, off, computer, iPad</p>	<p><u>Information Technology</u> <u>Getting started</u></p> <p>NC: use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Vocabulary: Password, username, login, type, keyboard, browser</p>	<p><u>Digital Literacy</u> <u>Online Safety</u></p> <p>NC: Recognise acceptable and unacceptable behaviour using technology. Use technology safely, respectfully and responsibly. Identify a range of ways to report concerns about content and contact.</p> <p>Vocabulary: Computer virus, Cookies, Copyright, Digital footprint, Email, Identity theft, Malware, Phishing, Plagiarism, Spam, Report, block, screen-time, private, digital age of consent.</p>	<p><u>Digital Literacy</u> <u>Online Safety</u></p> <p>NC: use technology safely, respectfully and responsibly.</p> <p>Vocabulary: Digital footprint, password, PEGI rating, phishing, screen time, spoof website, capture content, critical evaluate, search technology, target, validity, flag, report.</p>



Computing Curriculum at Scargill CE Primary School

Computing – Autumn 2 (Cycle A: To be taught 2022-2023)			
Reception	Year 1 & 2	Year 3 & 4	Year 5 & 6
<p>Technology aspects including beebots, remote control devices.</p> <p>Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.</p> <p>Vocabulary: Torches, electric, battery, press, buttons.</p>	<p><u>Digital Literacy</u> <u>Effective Searching</u></p> <p><u>Information Technology</u> <u>Making Music</u></p> <p>NC: use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Vocabulary: internet, search, search engine. Instrument, soundtrack, composition, music, tempo, digitally, sound effects, volume.</p>	<p><u>Digital Literacy</u> <u>Effective Searching</u></p> <p>NC: Use search tech effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content. NC: Identify a range of ways to report concerns about content and contact. NC: Select, use and combine a variety of content to accomplish given goals, including collecting, analysing, evaluating and presenting data and information NC: Understand what computer networks do and how they provide multiple services.</p> <p>Vocabulary: Easter egg, Internet Browser, Search engine, Spoof website Tab, Copy/paste, snip</p>	<p><u>Computer Science</u> <u>Coding</u></p> <p>NC: use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p>Vocabulary: backdrop, sprite, debug, function, audio.</p>



Computing Curriculum at Scargill CE Primary School

Computing – Spring 1 (Cycle A: To be taught 2022-2023)			
Reception	Year 1 & 2	Year 3 & 4	Year 5 & 6
<p>Technology aspects including beebots, remote control devices.</p> <p>Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.</p> <p>Vocabulary: Print, charge, switch</p>	<p><u>Information Technology</u> <u>Spreadsheets</u> <u>Presenting Ideas</u></p> <p>NC: use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Vocabulary: backspace key, cells, equals tool, move cell tool, spreadsheet, copy and paste, count tool, image toolbox, rows, columns, delete key, lock tool, speak tool. Concept map, node, narrative, quix, animated, audience, presentation, non-fiction.</p>	<p><u>Information Technology</u> <u>Spreadsheets</u></p> <p>NC: 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. NC: Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>Vocabulary: Average, function, Advance mode, Copy and paste, Columns, Cells, Charts, Equals tool, formula</p>	<p><u>Computer Science</u> <u>Networks</u></p> <p>NC: 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</p> <p>NC: use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.</p> <p>Vocabulary: Internet, network, router, world wide web, local area network (LAN), wide area network (WAN), network cable, wireless.</p>



Computing Curriculum at Scargill CE Primary School

Computing – Spring 2 (Cycle A: To be taught 2022-2023)			
Reception	Year 1 & 2	Year 3 & 4	Year 5 & 6
<p>Technology aspects including beebots, remote control devices.</p> <p>Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.</p> <p>Vocabulary: Programme, Beebots, forward</p>	<p><u>Information Technology</u> <u>Creating Pictures</u></p> <p>NC: use technology purposefully to create, organise, store, manipulate and retrieve digital content</p> <p>Vocabulary: impressionism, palette, pointillism, share, surrealism, template</p>	<p><u>Information Technology</u> <u>Sharing and Presenting ideas</u></p> <p>NC: 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.</p> <p>Vocabulary: Slide, Transition, Animation, Embed, Combine, PowerPoint, Layout</p>	<p><u>Computer Science</u> <u>Coding</u></p> <p>NC: design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>NC: use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p>Vocabulary: Algorithm, gear, axle, pulley, decomposition, run, repeat.</p>



Computing Curriculum at Scargill CE Primary School

Computing – Summer 1 (Cycle A: To be taught 2022-2023)			
Reception	Year 1 & 2	Year 3 & 4	Year 5 & 6
<p>Technology aspects including beebots, remote control devices.</p> <p>Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.</p> <p>Vocabulary: Safety, online, block it, flag it</p>	<p><u>Digital Literacy</u> <u>Online safety</u></p> <p>NC: 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.</p> <p>Vocabulary: Search, display board, internet, sharing, email, attachment, digital footprint, technology, online, offline, permission, consent.</p>	<p><u>Algorithms and programming - Logo</u></p> <p>NC: Use sequence, selection, and repetition in programs; work with variables and various forms of input and output. NC: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Vocabulary: Logo, BK, FD, RT, LT, REPEAT, SETPC, PU, PD</p>	<p><u>Information Technology</u> <u>Animation</u></p> <p>NC: 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</p> <p>Vocabulary: Animation, frame, background, play, sound, stop motion, video clip</p>



Computing Curriculum at Scargill CE Primary School

Computing – Summer 2 (Cycle A: To be taught 2022-2023)			
Reception	Year 1 & 2	Year 3 & 4	Year 5 & 6
<p>Technology aspects including beebots, remote control devices.</p> <p>Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.</p> <p>Vocabulary: Internet, password, security</p>	<p><u>Computer Science</u> <u>Coding</u></p> <p>NC: Create and debug simple programs; Use logical reasoning to predict the behaviour of simple programs</p> <p>NC: Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions</p> <p>Vocabulary: Action, button, design mode, nesting, properties, when clicked/swiped, algorithm, collision detection, event, object, run, scene, sequence, text, background, debug, key pressed, predict, scale, sound, test, timer.</p>	<p><u>Algorithms and programming</u> <u>Coding</u></p> <p>NC: Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.</p> <p>NC: Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts</p> <p>Vocabulary: Action, Alert, Background, Button, Code block, Command, Co-ordinates, Debug/debugging, Execute, Flowchart, If</p>	<p><u>Digital Literacy</u> <u>Online Safety</u></p> <p>NC: recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.</p> <p>Vocabulary: Password, rights and responsibility, privacy, cyberbullying, report, sharing, respecting boundaries, screen-grab, privacy, terms and conditions.</p>