Computing Curriculum at Scargill CE Primary School

Computing – Autumn 1 (Cycle B: To be taught 2023-2024)			
Reception	**Year 1 & 2**	**Year 3 & 4**	**Year 5 & 6**
Technology aspects including beebots, remote control devices. Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly. **Vocabulary**: On, off, computer, iPad	Digital Literacy Logging on and using PM 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 **Vocabulary:** Log in, avatar, log out, save, username, notification, mywork, password, topics, tools, account, device, personal information, trusted adult.	Digital Literacy Online Safety NC: Use technology respectfully and responsibly. NC: Identify a range of ways to report concerns about content and contact. **Vocabulary:** Password, Website, Internet, Username, Webpage, Key phrases, search engines, Autocomplete	Digital Literacy Online Safety NC: use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact. **Vocabulary:** Smart rules, password, reputable, encryption, identify theft, shared image, plagiarism, citation, reference, bibliography, content, reuse, search, judgement, block, helpline services.

Computing Curriculum at Scargill CE Primary School

Computing – Autumn 2 (Cycle B: To be taught 2023-2024)			
Reception	**Year 1 & 2**	**Year 3 & 4**	**Year 5 & 6**
Technology aspects including beebots, remote control devices. Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly. **Vocabulary**: Torches, electric, battery, press, buttons	Information Technology Getting started NC: use technology purposefully to create, organise, store, manipulate and retrieve digital content **Vocabulary**: Password, username, login, type, keyboard, browser	Digital Literacy Email NC: Understand what computer networks do and how they provide multiple services. **Vocabulary:** Communication, Email, Compose, Send, Report to the teacher, Attachment, Address book, Save to draft, Password, CC, Formatting	Computer Science Coding NC: use repetition in programs; work with variables NC: design, write and debug programs that accomplish specific goals including controlling or simulating physical systems; solve problems by decomposing them into small parts **Vocabulary:** Animation, image, texture, Computer game, instructions, perspective, customise, interactive, evaluation, screenshot, playability

Computing Curriculum at Scargill CE Primary School

Computing – Spring 1 (Cycle B: To be taught 2023-2024)			
Reception	**Year 1 & 2**	**Year 3 & 4**	**Year 5 & 6**
Technology aspects including beebots, remote control devices. Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly. **Vocabulary**: Print, charge, switch	Information Technology Pictograms and spreadsheets NC: Use technology purposefully to create, organise, store, manipulate and retrieve digital content **Vocabulary:** Pictogram, data, collate, arrow key, cell, lock tool, backspace key, clipart, move cell tool, cursor, count cell, tool, column, delete key, image toolbox, speak tool, spreadsheet	Information Technology Branching Databases 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 Manipulate and improve digital images **Vocabulary:** Branching database, Database, Question, Data	Information Technology Word Processing NC: select, use and combine a variety of software (including internet services) on a range of digital devices to design an create a range of programs, systems and content that accomplish given goals, including collecting, analysing, evaluating and presenting data and information. NC: use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. **Vocabulary:** Copyright, cursor, document, font, in-built styles, merge cells, paragraph formatting, readability, template, text

Computing Curriculum at Scargill CE Primary School

<table>
<tr><td colspan="4" style="background:yellow">Computing – Spring 2
(Cycle B: To be taught 2023-2024)</td></tr>
<tr><td>Reception</td><td>Year 1 & 2</td><td>Year 3 & 4</td><td>Year 5 & 6</td></tr>
<tr>
<td>Technology aspects including beebots, remote control devices.

Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly.

Vocabulary:
Programme, Beebots, forward</td>
<td>Computer Science
Coding

NC: Create and debug simple programs; Use logical reasoning to predict the behaviour of simple programs

NC: Understand what algorithms are; how they are implemented as programs on digital
devices; and that programs execute by following precise and unambiguous instructions

Vocabulary: Action, Algorithm, Background, Code, Command, Debug, Event, Execute, Input, Instructions, Object, Properties, Output, Run, Sound, Scale, When clicked, Scene.</td>
<td>Information Technology
Spreadsheets & Graphing

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

Vocabulary: < > =, Advance mode, Copy and Paste, Columns, Cells, Delete key, Equals tool, Move cell tool, Rows, Spin Tool, Spreadsheet.
Graph, Field, Data, Bar chart, Block graph, Line graph, Pie chart, Row, Column.</td>
<td>Computer Science
Coding

NC: design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts
NC: use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

Vocabulary: Action, Abstraction, Algorithm, Button, Called, Co-ordinates, Decomposition, Event, Function, If, Nesting, Object, Physical system, Properties, Run, Repeat, Score, Sequence, Simplify, Simulation, Tab, Timer, Variable,</td>
</tr>
</table>

Computing Curriculum at Scargill CE Primary School

Computing – Summer 1 (Cycle B: To be taught 2023-2024)			
Reception	**Year 1 & 2**	**Year 3 & 4**	**Year 5 & 6**
Technology aspects including beebots, remote control devices. Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly. **Vocabulary**: Safety, online, block it, flag it	<u>Digital Literacy</u> <u>Technology outside of school</u> NC: Recognise common uses of information technology beyond school **Vocabulary:** technology *N.B – this unit is taught as homework.*	<u>Algorithms and programming</u> <u>Coding/simulations</u> N.C: Design a sequence of instructions including directional instructions N.C Write programs that accomplish specific goals NC: Use sequence, selection, and repetition in programs; work with variables and various forms of input and output **Vocabulary:** Action, Alert, Algorithm, Background, Blocks of Command, Collision Detection, Command, Debug, Develop, Event, Execute, Flowchart, Nesting, Object, Output, Plan, Predict, Procedure, Properties, Repeat, Sequence, Scene, Test, Values	<u>Information Technology</u> <u>Spreadsheets</u> 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 **Vocabulary:** Average function, Advance mode, Copy and Paste, Columns, Cells, Charts, Equals tool, Formula, Formula wizard, Move cell tool, Random tool, Rows, Spin Tool, Spreadsheet, Timer

Computing Curriculum at Scargill CE Primary School

Computing – Summer 2 (Cycle B: To be taught 2023-2024)			
Reception	**Year 1 & 2**	**Year 3 & 4**	**Year 5 & 6**
Technology aspects including beebots, remote control devices. Online Safety is also covered – explain the reasons for rules, know right from wrong and behave accordingly. **Vocabulary**: Internet, password, security	Information Technology <u>Animated story</u> NC: use logical reasoning to predict the behaviour of simple programs. NC: Use technology purposefully to create, organise, store, manipulate and retrieve digital content **Vocabulary:** Animation, E-Book, Font, File, Sound Effect, Display Board	Algorithms and programming <u>Coding/simulations</u> N.C: Design a sequence of instructions including directional instructions N.C Write programs that accomplish specific goals NC: Use sequence, selection, and repetition in programs; work with variables and various forms of input and output **Vocabulary:** Simulation	Information Technology <u>3D Modelling</u> 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 **Vocabulary:** CAD (Computer Aided Design), Modelling, 3D, Viewpoint, Polygon, 2D, Net, 3D Printing, Points, Template