



COMPUTING KS 2

At Dane Ghyll Community Primary School pupils will be taught how to:

- Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.
- Use sequence, selection and repetition in programs; work with variables and various forms of input and output.
- Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.
- Understand computer networks including the internet; how they can provide multiple services, such as the worldwide web; and the opportunities they offer for communication and collaboration.
- Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.
- 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.

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

COMPUTING – KS2

Yr.3	Yr. 4	Yr.5	Yr. 6
<ul style="list-style-type: none">• Word processing and Scratch Programming• Internet Research and Communication• Drawing and Desktop Publishing	<ul style="list-style-type: none">• Branching Databases and Internet Research• E-mails, attachments, online communication and internet safety• 3D Modelling	<ul style="list-style-type: none">• Using the Internet, Word Processing, Publisher and Spreadsheets• Multimedia Presentations• IQ Pads for quizzes• SCRATCH – Greek Quest	<ul style="list-style-type: none">• Kodu Programming• E-Safety• Spreadsheets – Linked to Fairground Project• School Yearbook design runs throughout the Year