

# CURRICULUM MAP



SUBJECT: Computing.

YEAR: 2020

SKILL/KNOWLEDGE	NURSERY	YR	Y1	Y2	Y3
1. Understand what algorithms are: how they are implemented as programs on digital devices: and that programs execute by following precise and unambiguous instructions.	Show skill in making toys work by pressing parts. (30-50 Understanding the world- Technology)	Begin to understand that algorithms are a set of instructions.	Begin to understand that algorithms are a set of instructions. Which can be programmed on Purple mash and other programmes.	Understand that algorithms are a set of instructions which can be implemented in a device and can be programmed on Purple mash and other programmes.	Begin to design, write and debug programs that accomplish a specific goal, including controlling systems: begin to solve problems by decomposing them into smaller parts
2. Create and debug simple programs	Know how to operate simple equipment. (30-50 Understanding the world- Technology)	Complete a simple program on a computer. Such as chatter pics, or a drawing programme.(40-60 Understanding the world- Technology)	Begin to create and debug simple programs. See Purple Mash scheme of work	Create and debug programs. See Purple Mash scheme of work	Begin to use sequence, selection and repetition in programs.
3 Use logical reasoning to predict the behaviour of simple programs.	Show skills in making toys work. (30-50 Understanding the world- Technology)	Begin with help to use logical reasoning to predict what might happen on a simple program. For example what will happen if you use the fill key.	Begin to use logical reasoning to predict what might happen on a simple program.	Use logical reasoning to predict what might happen on a simple program.	Begin to use logical reasoning to explain how simple algorithms work and to detect and correct errors in algorithm patterns.
4. Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	Know that information can be retrieved from equipment safely. (30-50 Understanding the world- Technology)	Use technology to create digital content. (such as cameras, ipads, go pro)	Use technology to create, manipulate and retrieve digital content.	Use technology to create, organise, store, manipulate and retrieve digital content.	To be introduced to computer networks including the internet, and the world-wide web and the opportunities they offer for communication and collaboration.
5 Use technology safely and respectfully, keeping personal information private: know where to go for help and support when they have concerns about material on the internet. Also see Online safety half termly plans	Know how to operate simple equipment safely. (30-50 Understanding the world- Technology)	With guidance and monitoring from adults use technology safely keeping names private.	With guidance and monitoring from adults use technology safely keeping personal information private and knowing where to go for help if they have concerns.	Use technology safely keeping personal information private and knowing where to go for help if they have concerns.	Begin to use search technologies effectively, appreciate how results are selected and ranked and be discerning in evaluating digital content.
6. Recognise common uses of information technology beyond school	Recognise and explore equipment such as torches, radios or remote control cars. Show an interest in technological toys or real objects such as torches, cameras, cd players)	Children to recognise that a range of technology is used in places such as home and school. (ELG Understanding Technology)	Begin to recognise the common uses in information technology in the home and in some work places. (Alexa, tablets, go pro, siri, ok google, ipads)	Recognise the common uses in information technology in the home and in some work places. (Alexa, tablets, go pro, siri, ok google, ipads)	With support use technology safely, respectfully and responsibly: know a range of ways to report concern and inappropriate behaviour.
<b>Additional skills</b>  Year 1 to share skills with nursery  Year 2 to share skills with reception.	Term 1- teacher to record a story Term 2- children to watch recorded video's  Term 3-children to film stories.	Term 1- story telling  Term 2- chatter pics  Term 3- children to share computing skills with parents.	Term 1- story retelling Term 2- Australia making a David Attenborough style video Term 3- children to share computing skills with parents.	Term 1- story telling  Term 2- stop motion video  Term 3-children to share computing skills with parents.	