

Callow End CE Primary Computing Curriculum Lower Key Stage 2

Computer Science	Information Technology	Digital Literacy
(How computers and computer systems work and how they are designed and programmed)	(the purposeful use of existing programs to develop products and solutions)	(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)
<p style="color: red;">A - 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 style="color: red;">B - use sequence, selection, and repetition in programs; work with variables and various forms of input and output</p> <p style="color: red;">C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs</p> <p style="color: red;">D - 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 style="color: red;">E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content</p> <p style="color: blue;">F - 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 style="color: green;">G - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact</p>		

Long Term Overview: Year 3/4

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A 2023- 2024	CS	Computer Systems and Networks BDEFG		Programming A: (Yr 3) Sequencing sounds ABCF			Programming A: (Yr4) Repetition in shapes ABCF
	IT		Creating Media: (Yr 3) Stop-frame Animation F		Creating Media: (Yr 3) Desktop publishing FG	Data and Information: (Yr 3) Branching Databases F	

B 2024- 2025	CS	Computer Systems and Networks BDEFG		Programming B: (Yr 3) Events and actions in programs ABCF			Programming B: (Yr 4) Repetition in games ABCF
	IT		Creating Media: (Yr 4) Photo editing EFG		Creating Media: (Yr 4) Audio editing EFG	Data and Information: (Yr 4) Data Logging BF	