

Callow End CE Primary Computing Curriculum Upper Key Stage 2

Computer Science <i>(How computers and computer systems work and how they are designed and programmed)</i>	Information Technology <i>(the purposeful use of existing programs to develop products and solutions)</i>	Digital Literacy <i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i>
<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 5/6

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A 2023- 2024	CS	Computer Systems and Networks: (Yr 5) Sharing Information A B D F G		Programming A (Yr 5) Selection in physical computing			Programming A: (Yr 5) Variables in games A B D F G
	IT		Creating Media: (Yr 5) Vector drawing F		Data and Information: (Yr 5) Flat file Databases E F	Creating Media: (Yr 6) 3D Modelling F G	

B 2024- 2025	CS	Computer Systems and Networks: (Yr 6) Communication ADEF		Programming B: (Yr 5) Selection in Quizzes ABCF			Programming B - (Yr 6) Sensing (variables): Microbit ABDF <i>Alternatives available</i>
	IT		Creating Media: (Yr 5) Video Editing EFG		Creating Media: (Yr 6) Webpage creation EFG	Data and Information: (Yr 6) Spreadsheets F	

Cycle	Unit	Issue	Options
A	Programming A (Crumbles)	No crumbles	<p>Code.org - Course D lessons 10 - 14 and lesson 18 - lessons focus on selection</p> <p>or</p> <p>Microbit - Data handling unit https://microbit.org/lessons/data-handling-unit-summary/ (Microbits needed)</p> <p>OR</p> <p>Barefoot Computing: You're the Cyber Security Expert https://www.barefootcomputing.org/resources/you-re-the-cyber-security-expert (conditions in loops)</p>
A	Programming B	No Micorbites	<p>Lesson adaptations to work with them emulator at https://makecode.microbit.org/</p> <p>https://computing4schools.com/home-learning/</p>