

Computing

KS2 Computing Curriculum at Sacred Heart

CODING

Science & DT

Computer Science

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.

E SAFETY CURRICULUM

1/2 termly session

THE INTERNET

Digital Literacy

Be discerning in evaluating digital content

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

Computer Science

Understand computer networks including the internet; how they can provide multiple services, such as the World Wide Web

Appreciate how (search) results are selected and ranked.

Information Technology

Select, use and combine a variety of software that accomplish given goals, including collecting, analysing, evaluating and presenting data and information.

DATA HANDLING

Numeracy

Computer Science

Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.

Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs

CREATIVE INDUSTRIES

Music & Art

Cross Curricular

BLOGGING

Digital Literacy

Understand the opportunities (networks) offer for communication and collaboration.

Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour.

CONTROL

Humanities

Information Technology

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.

PUBLISHING

Literacy & RE

Information Technology

Use search technologies effectively.

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 presenting and information.