

Key Stage 2 National Curriculum Objectives

Computer Science	Information Technology	Digital Literacy
<i>(How computers and computer systems work and how they are designed and programmed)</i>	<i>(the purposeful use of existing programs to develop products and solutions)</i>	<i>(the skills, knowledge and understanding needed in order to participate fully and safely in an increasingly digital world)</i>
A - design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts		
B - use sequence, selection, and repetition in programs; work with variables and various forms of input and output		
C - use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs		
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		
E - use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content		
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		
G - use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact		

Long Term Overview: Year 3/4

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A	C S	Computer Systems and Networks BDEFG		Programming A: (Yr 3) Sequencing sounds ABCF	:		Programming A: (Yr4) Repetition in shapes ABCF
	I T		Creating Media: (Yr 3) Stop-frame Animation F		Creating Media: (Yr 3) Desktop publishing FG	Data and Information: (Yr 3) Branching Databases F	
B	C S	Computer Systems and Networks BDEFG		Programming B: (Yr 3) Events and actions in programs ABCF			Programming B: (Yr 4) Repetition in games (note changes in L1 slides) ABCF
	I T		Creating Media: (Yr 4) Photo editing EFG		Creating Media: (Yr 4) Audio editing EFG	Data and Information: (Yr 4) Data Logging BF	