Key Stage 2 National Curriculum Objectives		
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)*
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 5/6

Cycle		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
A	CS	**Computer Systems and Networks:** (Yr 5) Sharing Information ABDFG		**Programming A** (Yr 5) Selection in physical computing (requires Crumble boards) ABDF *Alternatives available*			**Programming A:** (Yr 5) Variables in games ABDFG
	IT		**Creating Media:** (Yr 5) Vector drawing F		**Data and Information:** (Yr 5) Flat file Databases EF	**Creating Media:** (Yr 6) 3D Modelling FG	
B	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 *Alternatives available*
	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	**Code.org** - Course D lessons 10 - 14 and lesson 18 - lessons focus on selection or **Microbit** - Data handling unit https://microbit.org/lessons/data-handling-unit-summary/ (Microbits needed) OR **Barefoot Computing:** You're the Cyber Security Expert https://www.barefootcomputing.org/resources/you-re-the-cyber-security-expert (conditions in loops)
A	Programming B	No Micorbits	Lesson adaptations to work with them emulator at https://makecode.microbit.org/ https://computing4schools.com/home-learning/
A	Vector Drawing	Not a 'Google School'	Vector drawing = drawing with shapes Microsoft alternatives: Powerpoint or Publisher
B	Webpage Creation	Not a 'Google School'	**W3 Schools** html building https://www.w3schools.com/html/tryit.asp?filename=tryhtml_basic see tutorials here to support: https://www.w3schools.com/html/ Or **Code Club** - HTML https://projects.raspberrypi.org/en/codeclub

			Or Use ppt/sway or something similar to show links between pages Or Adobe Spark