COMPUTING CURRICULUM - YEAR 1 OBJECTIVES TO BE TAUGHT

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
AUTUMN 1	**<u>We are Treasure Hunters</u>** Algorithms; Creating & Debugging Programs; Logical Reasoning; Recognising Common Uses	- to understand that a programmable toy can be controlled by inputting a sequence of instructions - to develop and record sequences of instructions as an algorithm - to program the toy to follow their algorithm - to debug their programs - to predict how their programs will work	*Reception*	**Switched on Computing** - 1.1 We are Treasure Hunters - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 1*) **BeeBots & iPads**
AUTUMN 2	**<u>We are TV Chefs</u>** Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully	- to break down a process into simple clear steps, as in an algorithm - to use different features of a video camera - to use a video camera to capture moving images - to develop collaboration skills - to discuss their work and think about how it could be improved	*Reception* *Year 1 - Autumn 1 We are treasure hunters*	**Switched on Computing** - 1.2 We are TV Chefs - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 1*) **iPads**
SPRING 1	**<u>We are Collectors</u>** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to find and use pictures on the web - what to do if they encounter pictures that cause concern - how to group images on the basis of a binary (yes/ no) question - to organise images into more than two groups according to clear rules - to sort (order) images according to some criteria - to ask and answer binary (yes/ no) questions about their images	*Reception*	**Switched on Computing** - 1.4 We are Collectors - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 1*)
SPRING 2	**<u>We are Storytellers</u>** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to use sound recording equipment to record sounds - to develop skills in saving and storing sounds on the computer - to develop collaboration skills as they work together in a group - to understand how a talking book differs from a paper-based book - to talk about and reflect on their use of ICT - to share recordings with an audience	*Reception* *Year 1 - Spring 1 We are collectors*	**Switched on Computing** - 1.5 We are Storytellers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 1*)

COMPUTING CURRICULUM - YEAR 1 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
SUMMER 1	**We are Painters** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to use the web safely to find ideas for an illustration - to select and use appropriate painting tools to create and change images onto computer/ iPad - to understand how the use of ICT differs from using paint and paper - to create an illustration for a particular purpose - how to save, retrieve and change their work - to reflect on their work and act on feedback received	*Reception*	**Switched on Computing** - 1.3 We are Painters - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 1*) **iPads**
SUMMER 2	**We are Celebrating** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to develop basic keyboard skills, through typing and formatting text - to develop basic mouse skills - to use the web to find and select images - to develop skills in storing and retrieving files - to develop skills in combining text and images - to discuss their work and think about whether it can be improved	*Reception* *Year 1 - Spring 1 & 2, Summer 1*	**Switched on Computing** - 1.6 We are Celebrating - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 1*)

PLEASE REFER TO THE *'KS1 CONTINUOUS PROVISION PLANNING GUIDE'*, RESOURCE ENHANCEMENTS SECTION, TO HELP SUPPORT THE TEACHING OF THE ABOVE OBJECTIVES IN THE CLASSROOM CONTINUOUS PROVISION.

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https://www.risingstars-uk.com/login Username: headteacher@cooperslane.lewisham.sch.uk Password: coopers2012

COMPUTING CURRICULUM - YEAR 2 OBJECTIVES TO BE TAUGHT

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
AUTUMN 1	**We are Astronauts** Algorithms; Creating & Debugging Programs; Logical Reasoning; Recognising Common Uses	- to have a clear understanding of algorithms as sequences of instructions. - to convert simple algorithms to programs. - to predict what a simple program will do. - to spot and fix (debug) errors in their programs. - to understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions. - to create and debug simple programs. - to use logical reasoning to predict the behaviour of simple programs.	*Year 1, We are treasure hunters = coding*	**Switched on Computing** - 2.1 We are Astronauts - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 2*) **BeeBots/Spheros & iPads**
AUTUMN 2	**We are Games Testers** Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully	- to describe carefully what happens in computer games. - to use logical reasoning to make predictions of what a program will do. - to test these predictions. - to think critically about computer games and their use. - to be aware of how to use games safely and in balance with other activities. - to recognise common uses of information technology beyond school. - to use technology safely and respectfully, keeping personal information private.	*Year 1, We are treasure hunters = coding*	**Switched on Computing** - 2.2 We are Games Testers- Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 2*) **Laptops/computers**
SPRING 1	**We are Zoologists** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to sort and classify a group of items by answering questions. - to collect data using tick charts or tally charts. - to use simple charting software to produce pictograms and other basic charts. - to take, edit and enhance photographs. - to record information on a digital map. - to use technology safely and respectfully, keeping personal information private; identify where to go for help and support when they have concerns about content or contact on the internet or other online technologies.	*Year 1, We are celebrating = keyboard skills*	**Switched on Computing** - 2.6 We are Zoologists- Planning + Web Resource *Google Drive, Curriculum 2020, Computing, Year 2*) ***Laptops/computers***
SPRING 2	**We are Researchers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to develop collaboration skills through working as part of a group. - to develop research skills through searching for information on the internet. - to improve note-taking skills through the use of mind mapping. - to develop presentation skills through creating and delivering a short multimedia presentation.	*Year 1, We are collectors = finding and storing images*	**Switched on Computing** - 2.4 We are Researchers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 2*) ***Laptops/computers***

COMPUTING CURRICULUM - YEAR 2 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
SUMMER 1	**We are Detectives** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to understand that email can be used to communicate. - to develop skills in opening, composing and sending emails. - to gain skills in opening and listening to audio files on the computer. - to use appropriate language in emails. - to develop skills in editing and formatting text in emails. - to be aware of online safety issues when using email.	*Year 1, We are celebrating = keyboard skills*	**Switched on Computing** - 2.5 We are Detectives - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 2)* ***Laptops/computers***
SUMMER 2	**We are Photographers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to consider the technical and artistic merits of photographs. - to use a digital camera or camera app. - to take digital photographs. - to review and reject or rate the images they take. - to edit and enhance their photographs. - to select their best images to include in a shared portfolio.	*Year 1, We are collectors = finding and storing images*	**Switched on Computing** - 2.3 We are Celebrating - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 2)* ***iPads***

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COMPUTING CURRICULUM - YEAR 3 OBJECTIVES TO BE TAUGHT

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
AUTUMN 1	**We are Programmers** Algorithms; Creating & Debugging Programs; Logical Reasoning; Recognising Common Uses	- to design, write and debug programs that accomplish specific goals; solve problems by decomposing them into smaller parts. - to use sequences in programs; work with variables and various forms of input and output. - to use logical reasoning to detect and correct errors in algorithms and programs. - to select, use and combine a variety of software to design and create content that accomplishes given goals, including presenting information.	*Year 2 - Autumn 2; We are games testers, coding*	**Switched on Computing** - 3.1 We are Programmers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 3*) **Laptops/computers**
AUTUMN 2	**We are Bug Fixers** Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully	- to develop a number of strategies for finding errors in programs. - to build up resilience and strategies for problem solving. - to increase their knowledge and understanding of Scratch. - to recognise a number of common type - to debug programs that accomplish specific goals. - to use sequence, selection, and repetition in programs; work with variables and various forms of input and output. - to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	*Year 2 - Autumn 2; We are games testers, coding*	**Switched on Computing** - 3.2 We are Bug Fixers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 3*) **Laptops/computers**
SPRING 1	**We are Presenters** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to 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. - to work with various forms of input and output and use technology safely, respectfully and responsibly - to gain skills in shooting live video, such as framing shots, holding the camera steady, and reviewing. - to edit video, including adding narration and editing clips	*Year 1 - Spring 2, We are storytellers* *Year 2 - Summer 2, We are photographers*	**Switched on Computing** - 3.3 We are Presenters - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 3*) ***iPads***
SPRING 2	**We are Vloggers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to use a search engine to learn about a new topic. - to plan, design and deliver an interesting and engaging presentation. - to search for and evaluate online images. - to create their own original images. - to create a video slidecast of a narrated presentation. - to develop understanding of how the internet, the web and search engines work.	*Year 1 - Spring 2, We are storytellers* *Year 2 - Spring 2, We are photographers*	**Switched on Computing** - 3.4 We are Vloggers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 3*) ***Computers***

COMPUTING CURRICULUM - YEAR 3 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
SUMMER 1	**We are Communicators** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to develop a basic understanding of how email works. - to gain skills in using email. - to be aware of broader issues surrounding email, including netiquette' and online safety. - to work collaboratively with a remote partner. - to experience video conferencing.		**Switched on Computing** - 3.5 We are Communicators - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 3*) **iPads**
SUMMER 2	**We are Opinion Pollsters** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to understand some elements of survey design. - to understand some ethical and legal aspects of online data collection. - to use the web to facilitate data collection. - to gain skills in using charts to analyse data. • Gain skills in interpreting results.	*Year 2 - Spring 1, We are zoologists* *Year 2 - Spring 2, We are researchers*	**Switched on Computing** - 3.6 We are Opinion Pollsters - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 3*)

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COMPUTING CURRICULUM - YEAR 4 OBJECTIVES TO BE TAUGHT

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
AUTUMN 1	**We are Software Developers** Algorithms; Creating & Debugging Programs; Logical Reasoning; Recognising Common Uses	- to develop an educational computer game using selection and repetition. - to understand and use variables. - to start to debug computer programs. - to recognise the importance of user interface design, including consideration of input and output. - to design, write and debug programs that accomplish specific goals. - to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	*Year 2 - Astronauts, programming* *Year 3 - Programmers, coding*	**Switched on Computing** - 4.1 We are Software Designers - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 4)* **BeeBots & iPads**
AUTUMN 2	**We are Toy Designers** Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully; Sequencing	- to design and make an on-screen prototype of a computer-controlled toy. - to understand different forms of input and output (such as sensors, switches, motors, lights and speakers). - to design, write and debug the control and monitoring program for their toy. - to use sequence, selection, and repetition in programs; work with various forms of input and output. - to use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.	*Year 2 - Games Testers, coding* *Year 3 - Bug Fixers, coding*	**Switched on Computing** - 4.2 We are Toy Designers- Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 4)* **iPads**
SPRING 1	**We are Musicians** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to use one or more programs to edit music. -to create and develop a musical composition, refining their ideas through reflection and discussion. - to develop collaboration skills. - to develop an awareness of how their composition can enhance work in other media. - to use sequence, selection, and repetition in programs; work with variables and various forms of input and output. - to understand computer networks including the internet.	*Year 2 - Photographers* *Year 3 - Presenters*	**Switched on Computing** - 4.3 We are Musicians - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 4)*
SPRING 2	**We are HTML editors** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to understand some technical aspects of how the internet makes the web possible. - to use HTML tags for elementary mark up. - to use hyperlinks to connect ideas and sources. - to code up a simple web page with useful content. - to understand some of the risks in using the web. - to use technology safely, respectfully and responsibly; know a range of ways to report concerns and unacceptable behaviour.	*Year 2 - Researchers* *Year 3 - Communicators*	**Switched on Computing** - 4.4 We are HTML Editors - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 4)*

COMPUTING CURRICULUM - YEAR 4 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
SUMMER 1	**<u>We are Co-authors</u>** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Decomposing problems into smaller steps	- to understand the conventions for collaborative online work, particularly in wikis. - to be aware of their responsibilities when editing other people's work. - to become familiar with Wikipedia, including potential problems associated with its use. -to practise research skills. - to write for a target audience using a wiki tool. - to develop collaboration skills and proofreading skills.	*Year 2 - Detectives* *Year 3 - Communicators*	**Switched on Computing** - 4.5 We are Co-Authors - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 4*) **iPads**
SUMMER 2	**<u>We are Meteorologists</u>** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Variables; Input/Output; Logical Reasoning	- to understand different measurement techniques for weather, both analogue and digital. - to use computer-based data logging to automate the recording of some weather data. - to use spreadsheets to create charts - to analyse data, explore inconsistencies in data and make predictions - to practise using presentation software and, optionally, video.	*Year 2 - Zoologists, collecting data* *Year 3 - Opinion Pollsters*	**Switched on Computing** - 4.6 We are Meteorologists - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 4*)

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COMPUTING CURRICULUM - YEAR 5 OBJECTIVES TO BE TAUGHT

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
AUTUMN 1	**We are Game Developers** Algorithms; Creating & Debugging Programs; Logical Reasoning; Recognising Common Uses	- to create original artwork and sound for a game. - to design and create a computer program for a computer game, which uses sequence, selection, repetition and variables. - to detect and correct errors in their computer game. - to use iterative development techniques (making and testing a series of small changes) to improve their game. - to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.	*Year 3 - Programmers* *Year 4 - Software Designers*	**Switched on Computing** -5.1 We are Game Developers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 5*) **Laptops/Computers**
AUTUMN 2	**We are Cryptographers** Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully; Using Technolgoy Safely	- to be familiar with semaphore and Morse code. - to understand the need for private information to be encrypted. - to encrypt and decrypt messages in simple ciphers. - to appreciate the need to use complex passwords and to keep them secure. - to have some understanding of how encryption works on the web. - to use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.	*Year 3 - Bug Fixers* *Year 4 - Toy Designers*	**Switched on Computing -**5.2 We are Cryptographers - Planning + Web Resource (Google Drive, Curriculum 2020, Computing, Year 5) **Laptops/Computers**
SPRING 1	**We are Artists** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Sequencing	- to develop an appreciation of the links between geometry and art. - to become familiar with the tools and techniques of a vector graphics package. - to develop an understanding of turtle graphics. - to experiment with the tools available, refining and developing their work as they apply their own criteria to evaluate it and receive feedback from their peers. - to develop some awareness of computer generated art, in particular fractal-based landscapes. - to use sequence, selection, and repetition in programs; work with variables and various forms of input and output.	*Year 3 - Presenters* *Year 4 - Musicians*	**Switched on Computing** - 5.3 We are Artists - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 5*) ***Computers or iPads***
SPRING 2	**We are Web Developers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to develop their research skills to decide what information is appropriate. - to understand some elements of how search engines select and rank results. - to question the plausibility and quality of information. - to develop and refine their ideas and text collaboratively. - to develop their understanding of online safety and responsible use of technology - to 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.	*Year 3 - Network Engineers* *Year 4 - HTML Editors*	**Switched on Computing** - 5.4 We are Web Developers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 5*) ***Computers or iPads***

COMPUTING CURRICULUM - YEAR 5 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
SUMMER 1	**We are Bloggers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely	- to become familiar with blogs as a medium and a genre of writing. - to create a sequence of blog posts on a theme. - to incorporate additional media. - to comment on the posts of others. - to develop a critical, reflective view of a range of media, including text. - to 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	*Year 3 - Communicators* *Year 4 - Co-Authors*	**Switched on Computing** - 5.5 We are Bloggers- Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 5)* **iPads**
SUMMER 2	**We are Architects** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Use a Varietyy of Software	- to understand the work of architects, designers and engineers working in 3D. - to develop familiarity with a simple CAD (computer aided design) tool. - to develop spatial awareness by exploring and experimenting with a 3D virtual environment. - to develop greater aesthetic awareness - to use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content. - to 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.	*Year 3 - Opinion Pollsters* *Year 4 - Meteorologists*	**Switched on Computing** - 5.6 We are Architects - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 5)* ***Laptops/Computers***

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COMPUTING CURRICULUM - YEAR 6 OBJECTIVES TO BE TAUGHT

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
AUTUMN 1	**We are Adventure Gamers** Algorithms; Creating & Debugging Programs; Logical Reasoning; Recognising Variables	- some of the syntax of a text-based programming language. - to use commands to display text on screen, accept typed user input, store and retrieve data using variables and select from a list. - to plan a text-based adventure with multiple 'rooms' and user interaction. - to design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts. - to use sequence, selection and repetition in programs; work with variables and various forms of input and output.	*Year 4 - Software Designers* *Year 5 - Game Developers*	**Switched on Computing** - 6.1 We are Adventure Gamers - Planning + Web Resource (*Google Drive, Curriculum 2020, Computing, Year 6*) **Laptops/Computers**
AUTUMN 2	**We are Computational Thinkers** Algorithms; Logical Reasoning; Recognising Common Uses; Using Technology Purposefully; Creating & Debugging Programs	- to develop the ability to reason logically about algorithms. - to understand how some key algorithms can be expressed as programs. - to understand that some algorithms are more efficient than others for the same problem. - to understand common algorithms for sorting and searching. - to appreciate algorithmic approaches to problems in mathematics. - to 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	*Year 4 - Toy designers* *Year 5 - Cryptographers*	**Switched on Computing** - 6.2 We are Computational Thinkers - Planning + Web Resource (Google Drive, Curriculum 2020, Computing, Year 6) **Laptops/Computers**
SPRING 1	**We are Network Technicians** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Understand Computer Networks	- to appreciate that computer networks transmit and receive information digitally. - to understand the basic hardware needed for computer networks to work. - to understand key features of internet communication protocols. - to develop a basic understanding of how domain names are converted to numerical IP addresses. - to 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. - to use technology safely, respectfully and responsibly	*Year 4 - HTML editors* *Year 5 - Web Designers*	**Switched on Computing -** 6.4 We are Network Technicians - Planning + Web Resource (Google Drive, Curriculum 2020, Computing, Year 6) **Laptops/Computers**
SPRING 2	**We are Publishers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Understand Computer Networks; Research	- to manage or contribute to large collaborative projects, facilitated using online tools. - to write and review content. - to source digital media while demonstrating safe, respectful and responsible use. - to design and produce a high-quality print document. - to select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content.	*Year 4 - Co-Authors* *Year 5 - Bloggers*	**Switched on Computing -** 6.6 We are Publishers - Planning + Web Resource (Google Drive, Curriculum 2020, Computing, Year 6) **Laptops/Computers**

COMPUTING CURRICULUM - YEAR 6 OBJECTIVES TO BE TAUGHT (CONTINUED)

Coopers Lane Primary School's Official Curriculum - Planning Tool

	TOPIC	IN THIS UNIT OF WORK, PUPILS LEARN...	PRIOR LEARNING	RESOURCES *TO SUPPORT* PLANNING
SUMMER 1	**We are Travel Writers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Research, Understand Computer Networks	- to research a location online using a range of resources appropriately. - to understand the safe use of mobile technology, including GPS. - to capture images, audio and video while on location. - to showcase shared media content through a mapping layer. - to 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.	*Year 4 - Meteorologists* *Year 5 - Architects*	**Switched on Computing** - 6.5 We are Travel Writers - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 6)* **iPads**
SUMMER 2	**We are Advertisers** Using Technology Purposefully; Recognising Common Uses; Using Technology Safely; Search Technology	- to think critically about how video is used to promote a cause. - to create a storyboard for an effective advert for a cause. - to work collaboratively to shoot suitable original footage and source additional content, acknowledging intellectual property rights. - to work collaboratively to edit the assembled content to make an effective advert - to 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.	*Year 4 - Musicians* *Year 5 - Artists*	**Switched on Computing** - 6.3 We are Advertisers - Planning + Web Resource *(Google Drive, Curriculum 2020, Computing, Year 6)* ***iPads or computers***

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