

Computing overview	AUTUMN	SPRING	SUMMER
EYFS		Information technology Recognise that a range of technology is used in places such as homes and schools	Digital Literacy Select and use technology for a particular purpose
Year 1  3 ES 1 DL 1 CS 1 IT	E-safety Know where to go for help/support when they have concerns about content/contact on internet	E-safety Develop an understanding of how to use technology safely Know where to go for help/support when they have concerns about content/contact on internet	E-Safety - Develop an understanding of how to use technology safely
	Digital Literacy Use technology to create, store and retrieve digital content	Computer Science Begin to develop an understanding of algorithms Begin to understand that programs work by following instructions Create simple programs and begin to debug them Develop reasoning to predict the behaviour of simple programs	Information Technology Begin to recognise common uses of information technology beyond school
Year 2  2 ES 2 DL 1 IT 1 CS	Digital Literacy Use technology purposefully to create, store, retrieve, organise and manipulate digital content	Computer Science Understand what algorithms are Understand how algorithms are implemented as programs on digital devices Understand that programs execute by following precise and unambiguous instructions Use logical reasoning to predict the behaviour of simple programs Create and debug simple programs	Information Technology Recognise common uses of information technology beyond school
	E-safety Identify where to go for help/support when concerned about content/contact on internet/other online technologies	Digital Literacy Use technology purposefully to create, store, retrieve, organise and manipulate digital content	E-safety Use technology safely and respectfully, keeping personal information private
Year 3  2 ES 2 IT 1 DL 1 CS	E-safety Use technology safely, respectfully and responsibly Recognise acceptable/unacceptable behaviour and identify ways to report concerns about content and contact	Information Technology Show emerging understanding of computer networks including the internet and how they provide multiple services such as the World Wide Web	Information Technology Use some search technologies effectively and appreciate how results are selected
	Digital Literacy Use a variety of software on digital devices	Computer Science Start to use reasoning to understand how algorithms work Detect errors in algorithms and programs	E-safety Use a variety of software on digital devices

		<p>Begin to solve problems by decomposing them into smaller parts</p> <p>Start to use sequence and selection in programs</p> <p>Begin to develop understanding of how to write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Begin to work with various forms of input/output</p>	
Year 4	<p><b>E-safety</b></p> <p>Recognise acceptable/unacceptable behaviour and identify ways to report concerns about content and contact</p>	<p>Information Technology</p> <p>Use search technologies effectively and appreciate how results are selected and ranked</p>	<p>Digital Literacy</p> <p>Select and use a variety of software on digital devices</p>
1 ES 2 CS 2 IT 1 DL	<p><b>Computer Science</b></p> <p>Use logical reasoning to understand how algorithms work</p> <p>Detect and correct errors in algorithms and programs</p> <p>Start to use sequence, selection and repetition in programs</p> <p>Write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Begin to solve problems by decomposing them into smaller parts</p> <p>Work with variables and various forms of input/output</p>	<p>Information Technology</p> <p>Understand computer networks including the internet and how they provide multiple services such as the World Wide Web</p> <p>Begin to ask and answer questions about/evaluate the reliability of digital content</p>	<p>Computer Science</p> <p>Detect and correct errors in algorithms and programs, Start to use sequence, selection and repetition in programs, Write and debug programs that accomplish specific goals, including controlling or simulating physical systems, Work with variables and various forms of input/output</p>
Year 5	<p><b>E-safety</b></p> <p>Confidently, competently and responsibly use information and communication technology</p>	<p>Computer Science</p> <p>Write and debug programs that accomplish specific goals, including controlling or simulating physical systems</p> <p>Solve problems by decomposing them into smaller parts</p> <p>Use sequence, selection and repetition in programs</p> <p>Accurately manipulate variables and various forms of input/output</p> <p>Use logical reasoning to understand how algorithms work and detect and correct errors in algorithms and programs</p>	<p>Information Technology</p> <p>Use a wide range of search technologies effectively and appreciate how results are selected and ranked</p> <p>Be discerning in evaluating the reliability of digital content</p>
2 ES 2 DL 1 CS 1 IT	<p><b>Digital Literacy</b></p> <p>Express own ideas by selecting, using and combining a variety of software on digital devices to design and create programs</p>	<p>Digital Literacy</p> <p>Express own ideas by selecting, using and combining a variety of software on digital devices to design and create programs</p>	<p>E-safety</p> <p>Confidently, competently and responsibly use information and communication technology</p> <p>Recognise the opportunities computer networks offer for communication and collaboration</p>

Year 6  2 ES 2 DL 1 IT 1 CS	<b>E-safety</b> Confidently, competently and responsibly use information and communication technology	<b>Digital Literacy</b> Express own ideas by selecting, using and combining a variety of software on a range of digital devices and create programs	<b>Information Technology</b> Use the opportunities computer networks offer for communication and collaboration Appreciate how results are selected and ranked and use this to retrieve accurate content Be discerning in evaluating the reliability of digital content
	<b>Computer Science</b> Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems Solve problems by decomposing them into smaller parts Use sequence, selection and repetition accurately in programs Accurately manipulate a wide range of variables and various forms of input/output Securely use logical reasoning to understand how algorithms work and detect and correct errors in algorithms and programs	<b>Digital Literacy</b> Express own ideas by selecting, using and combining a variety of software on a range of digital devices and create programs	<b>E-safety</b> Confidently, competently and responsibly use information and communication technology

Digital Literacy	E-safety	Computer Science	Information Technology
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