mixed classes 23

Computing	Coverage	Bright Lights, ... (Y1)	Childhood (Y1)	School Days (Y1)	Seasonal Cha... (Y1)	Y1 Computing (Y1)	Animal Survival (Y2)	Magnificent ... (Y2)	Movers and S... (Y2)	Portraits and ... (Y2)	Y2 Computing (Y2)	Rocks, Relics ... (Y3)	Y3 Computing (Y3)	Y4 Computing (Y4)	Y5 Computing (Y5)	Darwin's Deli... (Y6)	Electrical Circ... (Y6)	Environmenta... (Y6)	Hola Mexico! (Y6)	Y6 Computing (Y6)
	KS1 13 — P. of Study — Understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions.	1				7					5									
	KS1 11 — P. of Study — Create and debug simple programs.	1				7					3									
	KS1 7 — P. of Study — Use logical reasoning to predict the behaviour of simple programs.					4					3									
	KS1 13 — P. of Study — Use technology purposefully to create, organise, store, manipulate and retrieve digital content.	3				3	1		2	1	3									
	KS1 5 — P. of Study — Recognise common uses of information technology beyond school.		1	1	1			1			1									

Computing	Coverage	Bright Lights, … (Y1)	Childhood (Y1)	School Days (Y1)	Seasonal Cha… (Y1)	Y1 Computing (Y1)	Animal Survival (Y2)	Magnificent … (Y2)	Movers and S… (Y2)	Portraits and … (Y2)	Y2 Computing (Y2)	Rocks, Relics … (Y3)	Y3 Computing (Y3)	Y4 Computing (Y4)	Y5 Computing (Y5)	Darwin's Deli… (Y6)	Electrical Circ… (Y6)	Environmenta… (Y6)	Hola Mexico! (Y6)	Y6 Computing (Y6)
	KS1 (2) P. of Study 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.					1					1									
Aims and purpose	**Year 1** ⚠ P. of Study *(optional)* Evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems.																			
Aims and purpose	**Year 1-6** (1) P. of Study *(optional)* Be responsible, competent, confident and creative users of information and communication technology.													1						
	KS2 (23) P. of Study Design, write and debug programs that accomplish specific goals, including controlling or simulating physical systems; solve problems by decomposing them into smaller parts.												4	3	4		1			11
	KS2 (24) P. of Study Use sequence, selection, and repetition in programs; work with variables and various forms of input and output.												4	3	4		1			12

Computing	Coverage	Bright Lights,… (Y1)	Childhood (Y1)	School Days (Y1)	Seasonal Cha… (Y1)	Y1 Computing (Y1)	Animal Survival (Y2)	Magnificent… (Y2)	Movers and S… (Y2)	Portraits and… (Y2)	Y2 Computing (Y2)	Rocks, Relics… (Y3)	Y3 Computing (Y3)	Y4 Computing (Y4)	Y5 Computing (Y5)	Darwin's Deli… (Y6)	Electrical Circ… (Y6)	Environmenta… (Y6)	Hola Mexico! (Y6)	Y6 Computing (Y6)
	KS2 20 P. of Study Use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs.												2	3	3		1			11
	KS2 4 P. of Study 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.													1	2	1				
	KS2 2 P. of Study Use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content.												1							1
	KS2 22 P. of Study 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.											1		3	5	6	1	1	4	1

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	KS2 6 — P. of Study Use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.												3		1	1				1