

ICT Curriculum 2014

Purpose of study

A high-quality computing education equips pupils to use computational thinking and creativity to understand and change the world. Computing has deep links with mathematics, science, and design and technology, and provides insights into both natural and artificial systems. The core of computing is computer science, in which pupils are taught the principles of information and computation, how digital systems work, and how to put this knowledge to use through programming. Building on this knowledge and understanding, pupils are equipped to use information technology to create programs, systems and a range of content. Computing also ensures that pupils become digitally literate – able to use, and express themselves and develop their ideas through, information and communication technology – at a level suitable for the future workplace and as active participants in a digital world.

Aims

The national curriculum for computing aims to ensure that all pupils:

- can understand and apply the fundamental principles and concepts of computer science, including abstraction, logic, algorithms and data representation
- can analyse problems in computational terms, and have repeated practical experience of writing computer programs in order to solve such problems
- can evaluate and apply information technology, including new or unfamiliar technologies, analytically to solve problems
- are responsible, competent, confident and creative users of information and communication technology.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Schools are not required by law to teach the example content in [square brackets].

Computing – key stages 1 and 2

Subject content

Key stage 1

Pupils should be taught to:

- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions
- create and debug simple programs
- use logical reasoning to predict the behaviour of simple programs
- use technology purposefully to create, organise, store, manipulate and retrieve digital content
- recognise common uses of information technology beyond school
- 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.

Key stage 2

Pupils should be taught to:

- 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 in programs; work with variables and various forms of input and output
- use logical reasoning to explain how some simple algorithms work and to detect and correct errors in algorithms and programs
- 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
- use search technologies effectively, appreciate how results are selected and ranked, and be discerning in evaluating digital content
- 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
- use technology safely, respectfully and responsibly; recognise acceptable/unacceptable behaviour; identify a range of ways to report concerns about content and contact.

End of Year expectations Year 1



	Digital Literacy		Developing Ideas and Making Things Happen		Exchanging and Sharing Information	
	Multimedia		Programming	Handling Data	Technology in our lives	E-Safety
Key Skills	<ul style="list-style-type: none"> • I can be creative with different technology tools. • I can use technology to create and present my ideas. • I can use the keyboard or a word bank on my device to enter text. • I can save information in a special place and retrieve it again. 		<ul style="list-style-type: none"> • I can give instructions to my friend and follow their instructions to move around. • I can describe what happens when I press buttons on a robot. • I can press the buttons in the correct order to make my robot do what I want. • I can begin to predict what will happen for a short sequence of instructions. • I can begin to use software/apps to create movement and patterns on a screen. <p>I can use the word debug when I correct mistakes when I program.</p>	<ul style="list-style-type: none"> • I can talk about the different ways in which information can be shown. • I can use technology to collect information, including photos, video and sound. • I can sort different kinds of information and present it to others. • I can add information to a pictograph and talk to you about what I have found out. 	<ul style="list-style-type: none"> • I can recognise the ways we use technology in our classroom. • I can recognise ways that technology is used in my home and community. • I can use links to websites to find information. • I can begin to identify some of the benefits of using technology. 	<ul style="list-style-type: none"> • I can keep my password private. • I can tell you what personal information is. • I can tell an adult when I see something unexpected or worrying online. • I can talk about why it's important to be kind and polite. • I can recognise an age appropriate website. • I can agree and follow sensible e-Safety rules.
Suggested Software	2 Create a story Clicker 6 *I movie Wordle Microsoft Powerpoint Photostory *I Movie Digital camera Paint Green Screen App		Daisy the Dinosaur Bee Bots/Bee Bot app Lilly pod 2simple 2go	2 Simple 2 investigate Data loggers	Face time Twitter Infant encyclopedia Swiggle Edmondo/Primaryblogger	Hectors world
Example Activity	We are storytellers- Produce a talking book.	We are celebrating – creating a card electronically.	We are treasure hunters- move around maps, designing maps and program toys to move round maps.	We are TV chefs – favourite food graphs linked to filming a recipe.		

End of Year expectations Year 2



	Digital Literacy		Developing Ideas and Making Things Happen		Exchanging and Sharing Information	
	Multimedia		Programming	Handling Data	Technology in our lives	E-Safety
Key Skills	<ul style="list-style-type: none"> I can use technology to organise and present my ideas in different ways. I can use the keyboard on my device to add, delete and space text for others to read. <ul style="list-style-type: none"> I can tell you about an online tool that will help me to share my ideas with other people. I can save and open files on the device I use. 		<ul style="list-style-type: none"> I can give instructions to my friend (using forward, backward and turn) and physically follow their instructions. I can tell you the order I need to do things to make something happen and talk about this as an algorithm. I can program a robot or software to do a particular task. I can look at my friend's program and tell you what will happen. I can use programming software to make objects move. <p>I can watch a program execute and spot where it goes wrong so that I can debug it.</p>	<ul style="list-style-type: none"> I talk about the different ways I use technology to collect information, including a camera, microscope or sound recorder. I can make and save a chart or graph using the data I collect. I can talk about the data that is shown in my chart or graph. I am starting to understand a branching database. I can tell you what kind of information I could use to help me investigate a question. 	<ul style="list-style-type: none"> I can tell you why I use technology in the classroom. I can tell you why I use technology in my home and community. I am starting to understand that other people have created the information I use. I can identify benefits of using technology including finding information, creating and communicating. <p>I can talk about the differences between the Internet and things in the physical world.</p>	<ul style="list-style-type: none"> I can explain why I need to keep my password and personal information private. I can describe the things that happen online that I must tell an adult about. I can talk about why I should go online for a short amount of time. I can talk about why it is important to be kind and polite online and in real life. I know that not everyone is who they say they are on the Internet.
Suggested Software	Clicker6 Comic Life Powerpoint Publisher Photostory Wordle		Scratch Kodu game lab Lab Espresso Coding	Data logging software	Twitter Webcam	
Example Activity	We are artists – children use picnic to create photo collages		We are Game Developers- using kodu game lab to create their own game	We are problem solvers – minecraft missions – design their own world	Use green screen to produce a world war 2 report live from London	

End of year expectations Year 3



	Digital Literacy		Developing Ideas and Making Things Happen		Exchanging and Sharing Information	
	Multimedia		Programming	Handling Data	Technology in our lives	E-Safety
Key Skills	<ul style="list-style-type: none"> • I can create different effects with different technology tools. • I can combine a mixture of text, graphics and sound to share my ideas and learning. • I can use appropriate keyboard commands to amend text on my device, including making use of a spellchecker. • I can evaluate my work and improve its effectiveness. I can use an appropriate tool to share my work online. 		<ul style="list-style-type: none"> • I can break an open-ended problem up into smaller parts. • I can put programming commands into a sequence to achieve a specific outcome. • I keep testing my program and can recognise when I need to debug it. • I can use repeat commands. • I can describe the algorithm I will need for a simple task. <p>I can detect a problem in an algorithm which could result in unsuccessful programming.</p>	<ul style="list-style-type: none"> • I can talk about the different ways data can be organised. • I can search a ready-made database to answer questions. • I can collect data help me answer a question. • I can add to a database. • I can make a branching database. <p>I can use a data logger to monitor changes and can talk about the information collected.</p>	<ul style="list-style-type: none"> • I can save and retrieve work on the Internet, the school network or my own device. • I can talk about the parts of a computer. • I can tell you ways to communicate with others online. • I can describe the World Wide Web as the part of the Internet that contains websites. • I can use search tools to find and use an appropriate website. <p>I think about whether I can use images that I find online in my own work.</p>	<ul style="list-style-type: none"> • I can talk about what makes a secure password and why they are important. • I can protect my personal information when I do different things online. • I can use the safety features of websites as well as reporting concerns to an adult. • I can recognise websites and games appropriate for my age. • I can make good choices about how long I spend online. • I ask an adult before downloading files and games from the Internet. • I can post positive comments online.
Suggested Software	Clicker6 Comic Life Powerpoint Publisher Photostory Wordle		Scratch Kodu game lab Lab Espresso Coding	Data logging software	Twitter Webcam	
Example Activity	We are artists – children use picnic to create photo collages		We are Game Developers- using kodu game lab to create their own game	We are problem solvers – minecraft missions – design their own world	Use green screen to produce a world war 2 report live from London	

Equip : Excite : Empower :Engage

End of year expectations Year 4



	Digital Literacy		Developing Ideas and Making Things Happen		Exchanging and Sharing Information					
	Multimedia		Programming	Handling Data	Technology in our lives	E-Safety				
Key Skills	<ul style="list-style-type: none"> I can use photos, video and sound to create an atmosphere when presenting to different audiences. I am confident to explore new media to extend what I can achieve. I can change the appearance of text to increase its effectiveness. I can create, modify and present documents for a particular purpose. I can use a keyboard confidently and make use of a spellchecker to write and review my work. I can use an appropriate tool to share my work and collaborate online. I can give constructive feedback to my friends to help them improve their work and refine my own work. 		<ul style="list-style-type: none"> I can use logical thinking to solve an open-ended problem by breaking it up into smaller parts. I can use an efficient procedure to simplify a program. I can use a sensor to detect a change which can select an action within my program. I know that I need to keep testing my program while I am putting it together. I can use a variety of tools to create a program. I can recognise an error in a program and debug it. I recognise that an algorithm will help me to sequence more complex programs. <p>I recognise that using algorithms will also help solve problems in other learning such as Maths, Science and Design and Technology.</p>		<ul style="list-style-type: none"> I can organise data in different ways. I can collect data and identify where it could be inaccurate. I can plan, create and search a database to answer questions. I can choose the best way to present data to my friends. I can use a data logger to record and share my readings with my friends. 		<ul style="list-style-type: none"> I can tell you whether a resource I am using is on the Internet, the school network or my own device. I can identify key words to use when searching safely on the World Wide Web. I think about the reliability of information I read on the World Wide Web. I can tell you how to check who owns photos, text and clipart. I can create a hyperlink to a resource on the World Wide Web. I can recognise that websites use different methods to advertise products. 		<ul style="list-style-type: none"> I choose a secure password and appropriate screen name when I am using a website. I can talk about the ways I can protect myself and my friends from harm online. I use the safety features of websites as well as reporting concerns to an adult. I know that anything I share online can be seen by others. I choose websites, apps and games that are appropriate for my age. I can help my friends make good choices about the time they spend online. I can talk about why I need to ask a trusted adult before downloading files and games from the Internet. I comment positively and respectfully online and through text messages. 	
Suggested Software	Clicker 6 Espresso Powerpoint Publisher Movie maker Word Wordle Photostory Artisan comic maker		Google sketchup Movie Maker Digital Camera Kodu game lab		Scratch MSW LOGO		Data loggers Microsoft Excel Microphones Webcams Digital Camera		Twitter Edmodo Socrative	
Example Activity	<p>We are photographers – Children explore photography and effects using I-pad or digital camera.</p>		<p>We are architects – Children plan, design and create their own eco house using Google Sketch up.</p>		<p>We are animators – create a cartoon using scratch.</p>		<p>Children search for specific facts about chosen authors using different keywords to answer a list of pre-designed questions.</p>			

End of year expectations Year 5



	Digital Literacy		Developing Ideas and Making Things Happen		Exchanging and Sharing Information					
	Multimedia		Programming	Handling Data	Technology in our lives	E-Safety				
Key Skills	<ul style="list-style-type: none"> I can use text, photo, sound and video editing tools to refine my work. I can use the skills I have already developed to create content using unfamiliar technology. I can select, use and combine the appropriate technology tools to create effects that will have an impact on others. I can select an appropriate online or offline tool to create and share ideas. I can review and improve my own work and support others to improve their work. 		<ul style="list-style-type: none"> I can decompose a problem into smaller parts to design an algorithm for a specific outcome and use this to write a program. I can refine a procedure using repeat commands to improve a program. I can use a variable to increase programming possibilities. I can change an input to a program to achieve a different output. I can use 'if' and 'then' commands to select an action. I can talk about how a computer model can provide information about a physical system. I can use logical reasoning to detect and debug mistakes in a program. I use logical thinking, imagination and creativity to extend a program. 		<ul style="list-style-type: none"> I can use a spreadsheet and database to collect and record data. I can choose an appropriate tool to help me collect data.. I can present data in an appropriate way. I can search a database using different operators to refine my search. I can talk about mistakes in data and suggest how it could be checked. 		<ul style="list-style-type: none"> I can describe different parts of the Internet. I can use different online communication tools for different purposes. I can use a search engine to find appropriate information and check its reliability. I can recognise and evaluate different types of information I find on the World Wide Web. I can describe the different parts of a webpage. I can find out who the information on a webpage belongs to. I know which resources on the Internet I can download and use. I can describe the ways in which websites advertise their products to me. 		<ul style="list-style-type: none"> I can choose a secure password and screen name. I protect my password and other personal information. I can explain why I need to protect myself and my friends and the best ways to do this, including reporting concerns to an adult. I know that anything I post online can be seen, used and may affect others. I can talk about the dangers of spending too long online or playing a game. I can explain the importance of communicating kindly and respectfully. I can discuss the importance of choosing an age-appropriate website, app or game. I can explain why I need to protect my computer or device from harm. 	
Suggested Software	Clicker 6 Espresso Powerpoint Publisher Movie maker Word Wordle Photostory		Google sketchup Movie Maker Digital Camera Kodu game lab Scratch		MSW LOGO Microsoft Excel Data loggers		Microphones Webcams Digital Camera		Twitter Edmodo Socrative	
Example Activity	We are photographers – Children explore photography and effects using I-pad or digital camera.		We are architects – Children plan, design and create their own eco house using Google Sketch up.		We are animators – create a cartoon using scratch.		Children search for specific facts about chosen authors using different keywords to answer a list of pre-designed questions.			

End of Year expectations Year 6



	Digital Literacy		Developing Ideas and Making Things Happen		Exchanging and Sharing Information	
	Multimedia		Programming	Handling Data	Technology in our lives	E-Safety
Key Skills	<ul style="list-style-type: none"> I can talk about audience, atmosphere and structure when planning a particular outcome. I can confidently identify the potential of unfamiliar technology to increase my creativity. I can combine a range of media, recognising the contribution of each to achieve a particular outcome. I can tell you why I select a particular online tool for a specific purpose. I can be digitally discerning when evaluating the effectiveness of my own work and the work of others. 		<ul style="list-style-type: none"> I can deconstruct a problem into smaller steps, recognising similarities to solutions used before. I can explain and program each of the steps in my algorithm. I can evaluate the effectiveness and efficiency of my algorithm while I continually test the programming of that algorithm. I can recognise when I need to use a variable to achieve a required output. I can use a variable and operators to stop a program. I can use different inputs (including sensors) to control a device or onscreen action and predict what will happen. <p>I can use logical reasoning to detect and correct errors in a algorithms and programs.</p>	<ul style="list-style-type: none"> I can plan the process needed to investigate the world around me. I can select the most effective tool to collect data for my investigation. I can check the data I collect for accuracy and plausibility. I can interpret the data I collect. I can present the data I collect in an appropriate way. I use the skills I have developed to interrogate a database. 	<ul style="list-style-type: none"> I can tell you the Internet services I need to use for different purposes. I can describe how information is transported on the Internet. I can select an appropriate tool to communicate and collaborate online. I can talk about the way search results are selected and ranked. I can check the reliability of a website. I can tell you about copyright and acknowledge the sources of information that I find online. I know that websites can use my data to make money and target their advertising. 	<ul style="list-style-type: none"> I protect my password and other personal information. I can explain the consequences of sharing too much about myself online. I support my friends to protect themselves and make good choices online, including reporting concerns to an adult. I can explain the consequences of spending too much time online or on a game. I can explain the consequences to myself and others of not communicating kindly and respectfully. I protect my computer or device from harm on the Internet.
Suggested Software	Clicker 6 Espresso Powerpoint Publisher Movie maker Word Wordle Photostory		Google sketchup Movie Maker Digital Camera Kodu game lab Scratch	MSW LOGO Microsoft Excel Data loggers	Microphones Webcams Digital Camera	Twitter Edmodo Socrative
Example Activity	We are photographers – Children explore photography and effects using I-pad or digital camera.	We are architects – Children plan, design and create their own eco house using Google Sketch up.	We are animators – create a cartoon using scratch.		Children search for specific facts about chosen authors using different keywords to answer a list of pre-designed questions.	