



KSI Computing Curriculum

Computer Science

(computational thinking, programming/coding)

Information Technology

*(applying to the real world, wide range of apps
and software)*

Digital Literacy

(use and express themselves safely online)

A- understand what algorithms are; how they are implemented as programs on digital devices; and that programs execute by following precise and unambiguous instructions

B- create and debug simple programs

C- use logical reasoning to predict the behaviour of simple programs

D- use technology purposefully to create, organise, store, manipulate and retrieve digital content

E- recognise common uses of information technology beyond school

F- 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

Long Term Plan

Year		Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
1	CS						
	IT	<u>Computing Systems and Networks - Technology around us</u> D E	<u>Creating Media - Digital Painting</u> D	<u>Creating Media - Digital Writing</u> D F	<u>Data and Information - Grouping Data</u> D F	<u>Programming A - Moving a Robot</u> A B C	<u>Programming B - Introduction to animation</u> A B C
	DL	<u>Privacy and Security</u> F	<u>Online Relationships</u> F <u>Online Reputation</u> F (PSHE)	<u>Online Bullying (PSHE)</u> F <u>Self-image and Identity</u> F	<u>Health, Wellbeing and Lifestyle</u> F	<u>Managing Online Information</u> E F	<u>Copyright and Ownership</u> F
2	CS						
	IT	<u>Computing systems and networks - IT Around Us</u> E	<u>Creating Media - Digital photography</u> D	<u>Creating Media - Making Music</u> D	<u>Data and Information - Pictograms</u> D F	<u>Programming A - Robot Algorithms</u> A B C F	<u>Programming B - An introduction to Quizzes</u> A B C F
	DL	<u>Privacy and Security</u> F	<u>Online Relationships</u> F <u>Online Reputation</u> F (PSHE)	<u>Online Bullying (PSHE)</u> F <u>Self-image and Identity</u> F	<u>Health, Wellbeing and Lifestyle</u> F	<u>Managing Online Information</u> F	<u>Copyright and Ownership</u> F

<u>Year Group</u>	<u>Strand</u>	<u>Required Apps/Programmes/Resources for Children to use</u>
1	<u>Computing Systems and Networks – Technology around us</u>	None – Only teacher resources/slides/sheets required which are on the lesson plans.
	<u>Creating Media – Digital Painting</u>	Paintz.app online app or Microsoft Paint
	<u>Creating Media – Digital Writing</u>	Google Docs and Microsoft Word
	<u>Data and Information – Grouping Data</u>	Cubes or Counters.
	<u>Programming A – Moving a Robot</u>	BeeBots
	<u>Programming B – Introduction to animation</u>	Scratch JR (Tablets only)
2	<u>Computing systems and networks – IT Around Us</u>	None – Only teacher resources/slides/sheets required which are on the lesson plans.
	<u>Creating Media – Digital photography</u>	Pixlr, iPads, a SmartPhone, Digital Camera
	<u>Creating Media – Making Music</u>	Chrome Music Lab and The Song Maker Tool
	<u>Data and Information – Pictograms</u>	J2Data
	<u>Programming A – Robot Algorithms</u>	Whiteboards and Pens.
	<u>Programming B – An introduction to Quizzes</u>	Scratch JR (Tablets only)