Fishponds CE Academy Computing Long Term Overview

Computer Science   **Information Technology**   **Digital Literacy**

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	**Computer Science** Outcome: Logo Software/Hardware: Beebots	**Information Technology** Outcome: Graphics Software: PicCollage/Desyne	**Computer Science** Outcome: Logo Software: BeeBots/2Logo.	**Computer Science** Outcome: Coding Software: J2Code (online)	**Information Technology** Outcome: Digital Text Software: Book Creator	**Digital Literacy** Outcome: Video Software: IMovie
Year 2	**Digital Literacy** Outcome: Internet Search Software: Internet / SeeSaw	**Computer Science** Outcome: Logo Software: Scratch J2e Code	**Digital Literacy** Outcome: Video Software: iMovie	**Digital Literacy** Outcome: Digital Music Piece Software: Chrome Music Lab	**Information Technology** Outcome: Branching Database Software: J2e data	**Computer Science** Outcome: Instructions Software: ???
Year 3	**Computer Science** Outcome: Logo Software/Hardware: Scratch	**Computer Science** Outcome: Programming Software: J2e Code	**Computer Science** Outcome: Programming Software: Scratch	**Digital Literacy** Outcome: eBook Software: Powerpoint	**Information Technology** Outcome: Spreadsheet Software: Excel	**Information Technology** Outcome: Graphics Software: Paint Programme
Year 4	**Digital Literacy** Outcome: Animation Software: I Can Animate (App)	**Information Technology** Outcome: Data Base Software: J2e data	**Computer Science** Outcome: Animations Software: Scratch	**Information Technology** Outcome: Publishing Software: Publisher/Adobe Spark (TC)	**Digital Literacy** Outcome: Photo Story Software: ???	**Computer Science** Outcome: Quiz Software: Scratch
Year 5	**Computer Science** Outcome: Computer Game Software: Scratch	**Information Technology** Outcome: 3d Modelling Software: Sketch Up	**Information Technology** Outcome: Spread sheet Software: Microsoft Excel	**Computer Science** Outcome: Website Building Software: CodeAcademy	**Digital Literacy** Outcome: Podcast Software: GarageBand	**Computer Science** Outcome: Website Building Software: CodeAcademy
Year 6	**Digital Literacy** **Outcome:** Film **Software:** iMovie	**Information Technology** Outcome: Spreadsheet Software: Microsoft Excel	**Information Technology** Outcome: 3d Modelling Software: Sketch Up	**Digital Literacy** Outcome: E Safety Software: None	**Computer Science** Outcome: Website Building Software: CodeAcademy	**Computer Science** Outcome: Computer Game Software: ???

Key Stage 1 National Curriculum Expectations	Key Stage 2 National Curriculum Expectations
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.	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.